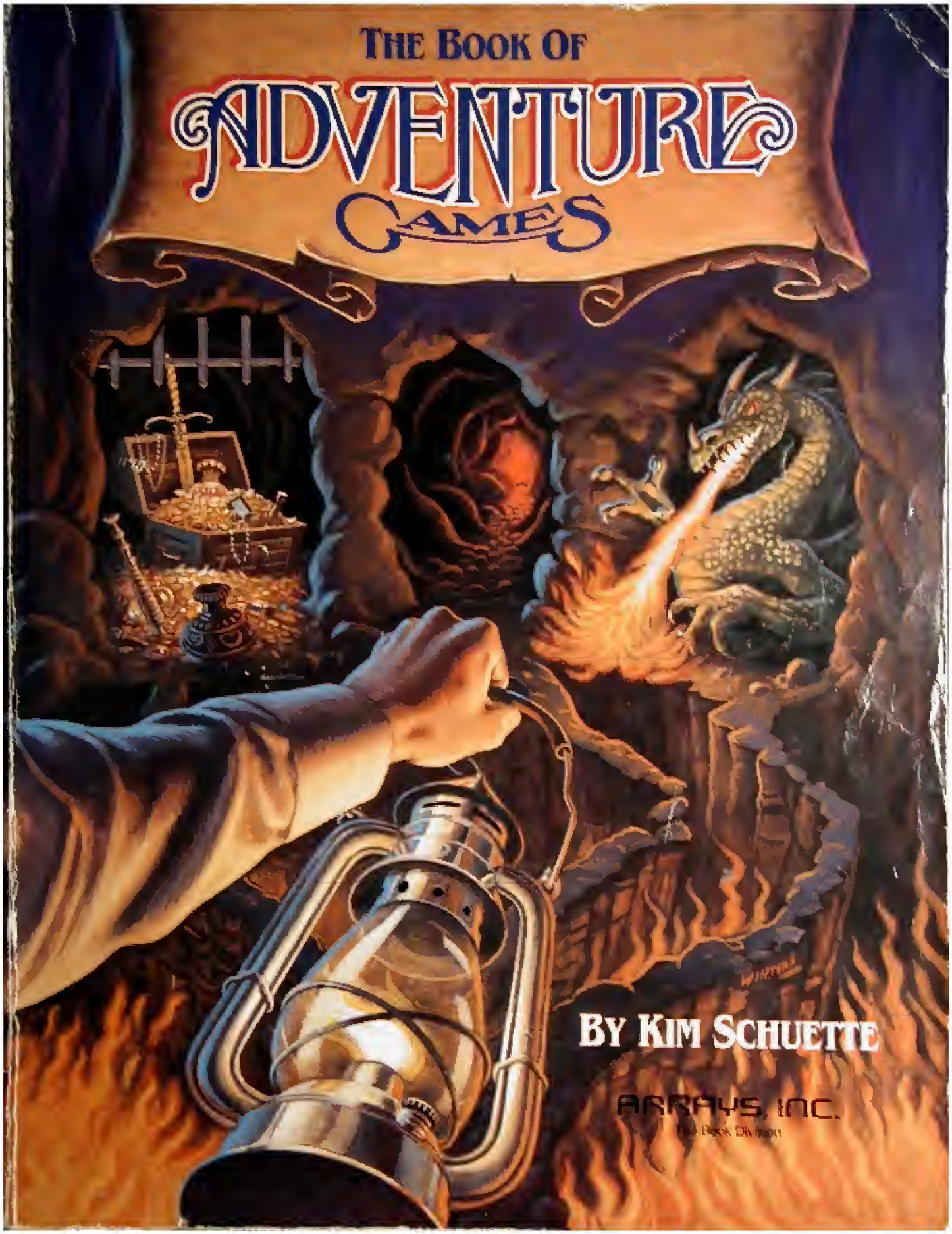
THE BOOK OF ADVENTURE GAMES



By Kim Schuette

ARRAYS, INC.
The Book Division

Dedication

This book is dedicated to my loving computer widow who, during the play of these games, was only once compelled to attack the Apple with a large knife. It is also dedicated to the world of frustrated adventurers who have for so long wondered where their next clue was coming from.

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PREFACE

The world of adventure awaits you within these covers. The solutions to these adventure games were obtained through many hours of enjoyable, often frustrating, and sometimes tedious labor. Because the games' creators provided neither the adventure maps nor the puzzle answers, this book remains subject to variable solutions as well as human error.

The purpose in *The Book of Adventure Games* is to make the games described more fun to play by helping you to overcome frustration points—not to lay out the solutions, which would lessen the enjoyment of discovery. I have made every effort to insure the accuracy of the maps and solutions contained in the book. In all cases, I played through the Apple II version at least twice to verify the specific solutions and their correct syntax. Spot checks on game versions for other microcomputers augment vendor statements that the versions for other microcoputers indeed match the Apple II version.

Nevertheless, because of the involved nature of many of these games and the possibility of minor variations between versions for different machines, neither the author nor the publisher can assume responsibility for the infalliblity of these maps and solutions. While a solution as presented has solved a game, alternative approaches may open a new location (although that room would have no bearing on the ultimate solution). Similarly, I made no attempt to detail the many nuances and alternate computer responses that make these games so much fun to play. To do so would require several volumes and materially detract from the enjoyment inherent in these games. Enjoyment, after all, is the real name of the game.

— K.R.S.

INTRODUCTION

"You are standing at the end of a road before a small brick building." So begins what has perhaps caused a revolution in the home computer field—the adventure game!

In its simplest form, an adventure game is one in which the computer provides an alter ego for you, the game player. You can sit back and fantasize about danger and deeds of great daring while the alter ego takes the risks and the bruising beatings. The challenge usually involves solving many puzzles in pursuit of the final reward.

The popularity of adventure games stems largely from their providing each player with something a little different. Some enjoy the pure escapism from dirty realities. Others are drawn by the mental challenge and stimulation attendant upon their play. Some simply take pleasure in overcoming a particular hurdle, while others enjoy the mapping of a game and finding a logical presentation for the map—quite often no mean feat. The search for surprises and a little humor in unexpected places make up another key factor, as do the side issues and involvement within a game.

Unfortunately, beginning adventurers may throw in the towel on their first game, due perhaps to a frustrating puzzle, poor vocabulary in the game, or having chosen too difficult a game to start on. Others may find that they can't seem to start "thinking" like the game's author, but are intrigued by what they see. Still others wonder what all the hullaballoo is about. This book is intended for all of these players, as well as for adventurers of all skill levels looking for that specific answer to speed them on their way to finding the surprise, humor, challenge, and delight in these games.

Puzzles present situations in which you have to figure out what action you need to take in order to proceed to the next part of the game. You may have to choose a direction, manipulate some object on the screen, or even figure out how to slay a dragon! You will need to determine which objects—treasures, devices, etc—you should acquire and carry with you, and which to leave behind or store until later, a process commonly referred to as "inventory management." Maps show the layout of the game; they should give a plan view of all the game's locations. Sometimes you will encounter a maze, where many identical or nearly identical locations seem to exist.

You will discover that when trying to solve a puzzle you sometimes use words rejected by the game because the vocabulary of every game is unique and often limited. You will also learn the syntax, or command parser, acceptable to each game. You may have to type in two-word only commands or commands which require that you type a verb first and then a noun: e.g., GET CHEST. In general, the more synonyms allowed and the more flexible the command parser, the better the game. The popularity of an adventure game increases in proportion to its sophistication.

CATEGORIES OF ADVENTURES

Adventure games may be broadly separated into two categories, puzzle adventures and fantasy adventures. Either may be further divided into all-text adventures or games making use of the computer's high resolution (Hi-Res) graphics capabilities. The obvious visual difference between the two lies in the display, either a neatly formatted text page, or a display dominated by a graphics scene with but a few words of text.

Of the major categories, puzzle games emphasize logical solutions and demand mental agility, ranging from pure guesswork to inductive and deductive reasoning. They usually present a mission or objective, be it rescuing the fair maiden, ridding the kingdom of an evil force or creature, or recovering a long lost treasure. Quite often, the objective doesn't become clear until well into the game. You encounter obstacles to progress in the form of puzzles which you must resolve before you can realize the objective. You must find and use a multitude of objects in various locations or use them on other objects to achieve a desired result. The games can often, therefore, become the source of considerable frustration when the proper answer eludes you. Some of the pleasure of these games derives from succeeding after repeated failure.

Fantasies, on the other hand, generally have a clearly defined objective at the outset, fewer or much simpler puzzles, and usually trade off frustration against sheer determination. Fantasy games generally are less "real." The player often assumes the identity of a character, such as an Elf, Gnome, or Dwarf, which may further break down to Fighter, Wizard, Mage, or Priest, to name but a few. Fantasies invariably require a multitude of battles with various and sundry monsters. Here, frustration can arise, as initially your fledgling character may have trouble surviving long in the world of beasties. To survive, your character must defeat enough innocent monsters to gain experience and gold, the elements necessary to build him or her to a state of near invincibility where he or she functions efficiently and can attain the ultimate goal.

HISTORY OF ADVENTURES

Once upon a time (isn't that the way all good literature starts?), when 16K computers were still the size of a house, there were adventure games. Even in the 1960s, large and complex games such as *Life* and the original *Adventure* appeared on these mainframes long before the advent of home computers. The people using these computers employed their imaginations during their spare time searching for new ways to play with a new "toy."

Thus, adventures evolved essentially parallel to the computers themselves. But when the home computer first came out, the games initially available were fantasies. *Super Dungeon* and *Dungeon Campaign*, for example, required your carefully tailored alter ego to march around in a multi-level dungeon seeking various treasures, and encountering and whomping monsters before they whomped you. One of these, *Beneath Apple Manor*, published in 1979, became one of the first fantasy classics.

Early adventure history was made when the first of Scott Adams' all-text adventures appeared in late 1979 and the early 1980s. Initially available only on cassette, these relatively compact games consisted of some thirty-five or so rooms, and were among the first programs written in Assembly language. This speeds a game considerably, which adds immeasurably to its continuity and playability. As programming sophistication increased, these popular games were transformed into Hi-Res versions; but in the case of puzzle games, whether or not this is a true upgrading still sparks debate.

At about the same time, in early 1980, *Adventure* (sometimes referred to as the *Colossal Cave*), which begins "You are standing at the end of a road," was translated into BASIC language for the Apple computer. This was a major accomplishment considering the size and complexity of the programs being mashed into Applesoft. At least five different companies have put out a version of this game, including faster playing Assembly language versions. Although nearly identical, Microsoft's version adds an interesting twist with an additional room, the "Software Den," and a two scenario save-game capability.

Roberta Williams "took a small step for man and a large step for adventurers" with the release of the first Hi-Res adventure, *Mystery House*, late in 1981. Colorful pictures replaced much of the text, leaving only a few necessary words in the bottom four lines of the screen display. Some soothsayers stated that this game would sound the death knell of the all-text games, and indeed such graphics games have become immensely popular. However, as to ending the reign of all-text games, such predictions were considerably premature.

Many players prefer a good all-text game to even the best Hi-Res game. They like the imagination required to visualize the surroundings and elements of the puzzles. Often an image appears in your mind's eye that no on-screen graphic can match for vividness and pleasure. Some all-text games provide screens of text that rival real literature in terms of their use of allegories and descriptions, even purple prose which can boggle the imagination. On the other hand, if you simply read that you are in a cave-pocked hillside, would you immediately respond "Go Cave" as you would if you saw some caves staring you in the face?

Infocom has perhaps done the most to keep the all-text adventures alive and thriving with two significant breakthroughs. The command parser originally developed for *Zork*, which was released in 1981 on the Apple (another game originally written on a large computer and subsequently converted), permits the use of conversational English. You can enter complex commands (complete with adjectives and adverbs) rather than two-word-only commands such as "Go Cave." Tables of equivalencies and synonyms added tremendously to the playability of these games, removing much of the unnecessary "puzzle" of having to guess the exact word to use in order to accomplish a specific task.

Deadline, published in 1982, provided the second breakthrough by permitting the independent actions of characters within the game; you could interrupt the actions of characters to ask questions and to alter their future course of action. This game also used a feature first seen in Scott Adams' *The Count*: objects and descriptions of locations could change as the days or hours progressed, with new objects appearing in old locations. Since then, independence of action and change over "time" have evolved even further. In *Labyrinth of Crete*, the two alter ego characters, Jason and Hercules, can receive separate commands and behave cooperatively. The same holds true for the six independent robots of *Suspended*, another Infocom game. Any one of the characters, once given a command, will dutifully carry it out in the background, reporting back to you upon the completion of its assignment while you manipulate other robots in the foreground on separate tasks.

An equally noteworthy breakthrough in fantasy games became visually apparent in *Ultima*, wherein your character roams over a landscape considerably larger that the immediate area of the visible screen. As you move "off the edge," new graphics smoothly scroll onto the screen, giving the player a feeling of great scope and expansiveness.

As the games evolve, the distinction between the two general types blurs. For example, the fantasy games *Ultima III* and *Legacy of Llylgamyn* (1983) both include numerous puzzles, such as riddles or extensive searching requirements, to find objects. Nevertheless, the primary emphasis remains monster whomping, searching, and exploration. While Hi-Res graphics have become a large part of the puzzle-type adventure, a graphics *tour de force* such as *Ultima* or *Wizardry* still commands an enthusiastic following.

Today's adventures, always searching for something new, employ a better usage of sound, animation, Real-time response requirements, and arcade game tasks (e.g., skiing between trees in order to proceed on to the next puzzle element). Some include major arcade game tasks between elements of a puzzle adventure. What will appear in tomorrow's adventure is anyone's guess. Like the games themselves, the answer lies only in the imagination of the programmer of that yet unwritten game. As the games' sophistication increases, so too will their popularity, as these two factors are synergistically related, each providing fuel for the other's growth.

WHAT MAKES A GOOD ADVENTURE?

Beauty is in the eye of the beholder. Just what sets a good game apart depends on each player. While my personal favorites are the original *Adventure* and the *Zork* series, I didn't know that until I had finished playing them. Unfortunately, you cannot tell how well you like something until you've tried it, particularly since most adventure games are packaged with snazzy covers that have little or no bearing on the game inside.

Regardless of which game you consider your favorite, you should consider the following types of questions to determine the relative quality of any given game:

Are the puzzles imaginative and logical, or old hat? Are they simply souped-up guessing games?

Are there alternative approaches or more than one area to work on at a time, or must you solve one specific puzzle before approaching the next? Such in-series-only puzzle games usually offer little inspiration, only a maximum of frustration.

Is the text bright, descriptive, and well-written, or sparse and matter-of-fact, without anything to stimulate the imagination? Elements of humor and side issues, while they may have no direct bearing on the game, materially enhance the game and make it enjoyable.

Have you ever taken out your frustrations on the game and sworn at it or given an obscene command? Try it, you might be pleasantly surprised—and it gives you a rather strange feeling to apologize to a computer.

It won't take too long to find out about the command parser. Will it accept only two words or an entire sentence of multiple commands? Do you have to use a specific word to get a response? A good game will have good vocabulary and a reasonable number of equivalent nouns and verbs. Nothing is more frustrating than using words like "open," "unlock," "break," "move," "lift," "shake," "twist," and "unwrap" only to find that "use" is the only correct word.

Take a look at your map. Is it logically laid out? Do the mazes have a reason for existence, or are they pointless? Are there too many mazes for the size and complexity of the game? Are there many pointless one-way moves?

Does the game get you killed off unnecessarily without even a chance to defend yourself or escape? How do you get killed? Was it clever and quick, or was it unnecessarily sick and graphically gruesome? Did you learn from it?

Does the "save game" feature permit you to save a game at any time, or only when you quit? When you re-enter a game, is that the only time you can use a saved game? Must you endure a long boot-up cycle to reload the entire game just to load a saved position? Will the game support two drives, eliminating unnecessary disk changes?

What of the game's speed? How fast does it play? Slow color fills and a lot of disk interaction detract from the game's continuity and playability.

Does your Hi-Res game permit you to look at the last sequence of text you entered, or even to play the game as an all-text adventure?

Finally, when you have finished the game, are you sorry it's over, or simply relieved?

Another way of getting an idea about the quality of an adventure game is to check the ratings in *The Book of Apple Software*. For now, why not grab an adventure that's fun, but has been giving you problems, and take another whack at it?

HOW TO TACKLE AN ADVENTURE GAME

Each game has its own flavor and idiosyncrasies. To be successful, the player must try to think the way the author did when writing the game. When starting a game for the first time, try beating around it for a while, without even trying to map it or solve any puzzles. Simply try to get the feeling of the game. Pick up anything you can, and try to do something—anything—to or with it. Next, start over and map as much of it as you can, without trying to solve anything. Don't even "touch" anything just now—be patient. Annotate your map with the objects you find and any clues, like signs that you can read or things you shouldn't do (for example, try not to get killed the same way twice).

At this point, you're finally ready to play the game for real. Look at your map, as much of it as you have so far. What can be pieced together? Where did you get blocked or clobbered, and why? Use what you've got and try to develop something, anything. Many times, the initial puzzle isn't too tough (*Savage Island Part II* being an exception). As soon as you make a breakthrough, save the game and push your map forward, if possible. Try to anticipate where the puzzles occur and what you might need to solve them, then go look for those items.

Mapping the Game

Mapping a game is a necessary element in adventure play. Mapping refers to making a road map to tell where you are, where you've been, and how to get back to a given location. More importantly, you should annotate the map with what you find, how it's used (once you find out), and, later, the key words to the solution of the puzzle at any given point. One of the best games for beginners is *Birth of the Phoenix*, which includes one of the best tutorial manuals on mapping and a beginner's approach to adventures. The game itself, as you'd suspect, isn't difficult; but it contains examples of all the aspects common to most adventure games.

Start your map with a rectangle to represent the location at which you first find yourself. Methodically go North, then back (hopefully) South, drawing as you go. Bear in mind that leaving a room to the North does not mean that you necessarily enter the next room from the South. Concentrate on "finishing" all possible directions for that initial location. Remember that some games have ten possible directions out of any location: the four cardinal headings; NE, NW, SE, SW; and up and down. Some games tell you possible exits—just don't always believe them; draw in a short straight line to mark those directions.

Develop your own shorthand. If you can't go in a particular direction, put an "x" there; if you can't return to the start by reversing direction, put a one-way arrow on the last line. You can simplify the map later when and if you find two lines with arrows between two locations. Should a scene seem repetitious, make sure that you are not in a loop. Drop an object and keep going. If you come across the object again, obviously you've looped back.

If you find yourself in a maze, be it an open ocean, underground, or a field, use the same technique as you did to find "loops." Develop your maze on a separate sheet of paper. Drop an object and name your present location (the rectangle) with the name of the object. Move somewhere, drop another object, and name that location with the name of the newly dropped object. Draw an arrow from the first object in the direction that you moved and name it as the second object. Continue moving and dropping objects, and soon you'll find yourself in familiar locations.

When you've finished, you'll have a number of rectangles equal to the number of locations in the maze, plus arrows pointing from one location to another, showing directions. You can redraw the maze now, using the named locations as the basis for your map.

Some mazes are tougher to map. Creatures may come along and pick up what you've dropped, or your object may sink into the mud and disappear forever. Some mazes (like the ones in *The Mask of the Sun*) don't show your object (even though it's really there) unless you "LOOK." Other mazes have a lot of one-way trips; that is, once you reach a second location, you cannot to return to the first one.

Inventory Management

In many games, inventory management proves a problem. You may find more objects to carry than you can handle at any one time. Occasionally, you can obtain minor relief by putting smaller objects into larger ones. The problem may be compounded by the multiplicity of objects often encountered early in the game, before you have determined their relative uses. A second complication arises because some objects have several uses in widely separated locations. You have to figure out what to carry, where, and when.

Two suggestions for inventory managment are: first, avoid picking up treasures until you are heading back to the storage area. Take them back in bunches. In some games, such as *Kabul Spy*, treasures are secondary to the real object of the game (but do add to the score); they are seemingly there primarily to reduce your ability to carry objects you really need.

Second, establish a centrally located despository, sort of a temporary treasure storage area. Don't leave objects lying all over the place, as you may have a miserable time finding them again. As the game develops and you probe deeper, bring your objects closer to your "working area" and establish a new temporary depository.

Be patient, you may be only a few keystrokes away from success. When you really get stuck, marshal all your objects and forces at that point, and dig in. Keep a dictionary and thesaurus near at hand. Quite often, having two people tackle one game will produce faster results. What one misses may be intuitively obvious to the other. When all else fails, look in *The Book of Adventure Games.*

USING THIS BOOK

This book contains the maps for over seventy of the most popular electronic adventure games. The purpose of the book is to make these adventures more enjoyable and less frustrating, but not less challenging. Thus, even though explicit solutions to the games appear in the back of the book, *please* don't take the coward's way out. Looking up the answers before you try to solve the game on your own could ruin the game for you.

Use the maps as you play, and if you really get stuck, look for a number by that location. In the back of the book you can find corresponding numbers with solutions for that particular problem. Use these solutions only when you have been stumped for some time. This book is designed to help you find just the hint you need to keep playing, without giving away the whole game.

Don't worry if the maps show locations that you have not yet found. You may have to solve certain puzzles to uncover particular locations. These objects may not be visible or accessible on your initial visit to the location.

This book won't tell you everthing. The maps don't specify, for example, when or if you should take an object. They don't help you with inventory management. You will have to read the signs and plaques, examine and consider the objects and locations, and, most importantly, use your imagination. These side issues provide much of the fun of the game.

THE GAMES

ADVENTURE

Company: Several

Suggested Retail: $29.95

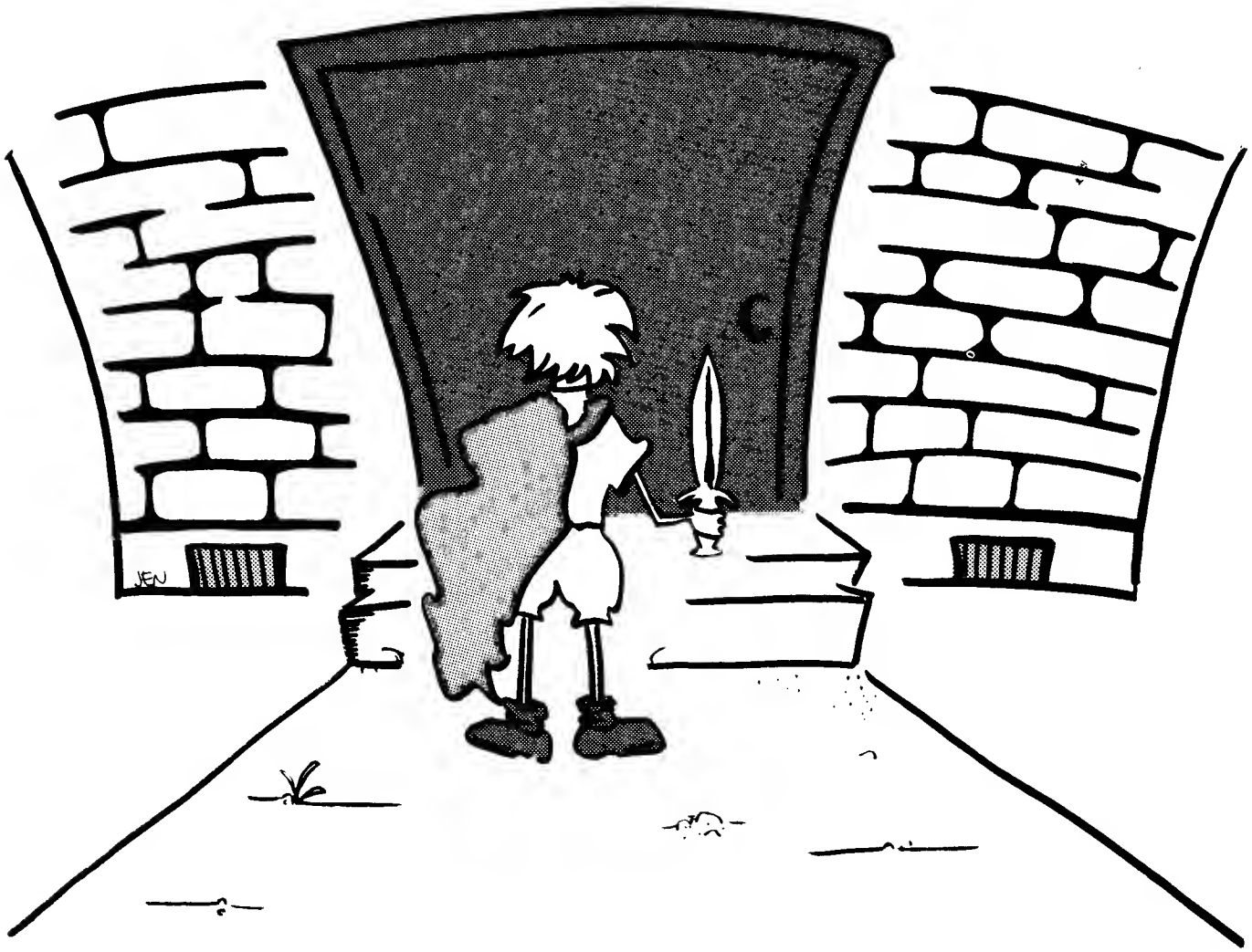
Type: The original all-text adventure—a classic.

Description:

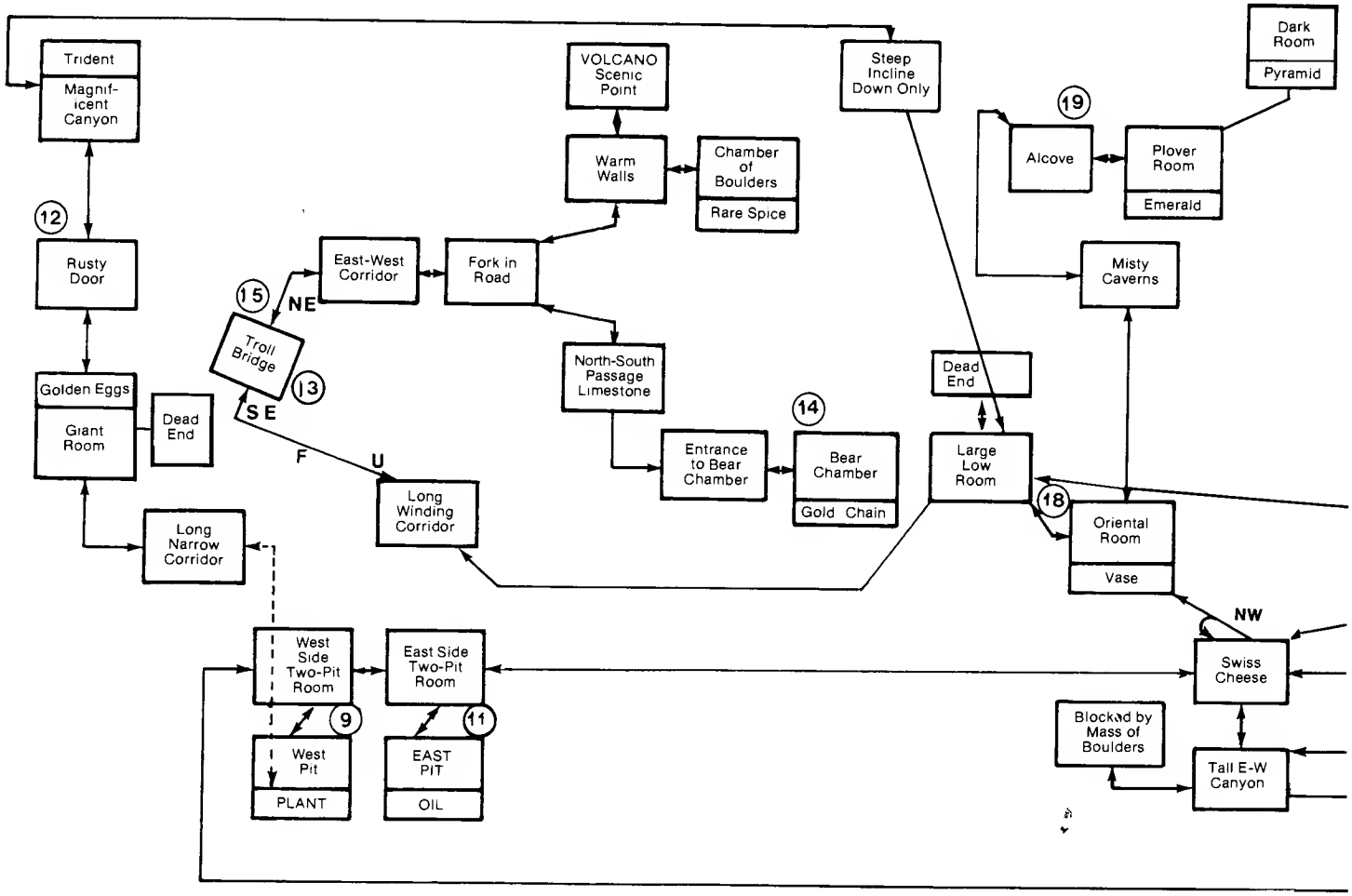
The first message in *Adventure* consists of the words known to all adventurers: "You are standing at the end of a road before a small brick building." The last message describes your being borne off on the shoulders of elves. Between those two lie 130 rooms, fifteen treasures, some forty objects, and a variety of cave inhabitants for you to deal with and outsmart.

Playability:

If this is your first adventure, you've picked the one that hooked me! The story flows well, and the text reads like a novel in its expansiveness and descriptions. Most versions are disk interactive and a little slow, except for the Scott Adams version in Assembly language. The Microsoft version, perhaps the most faithful, has two saved-game positions and adds a room, the Software Den, with its own special twist.



ADVENTURE



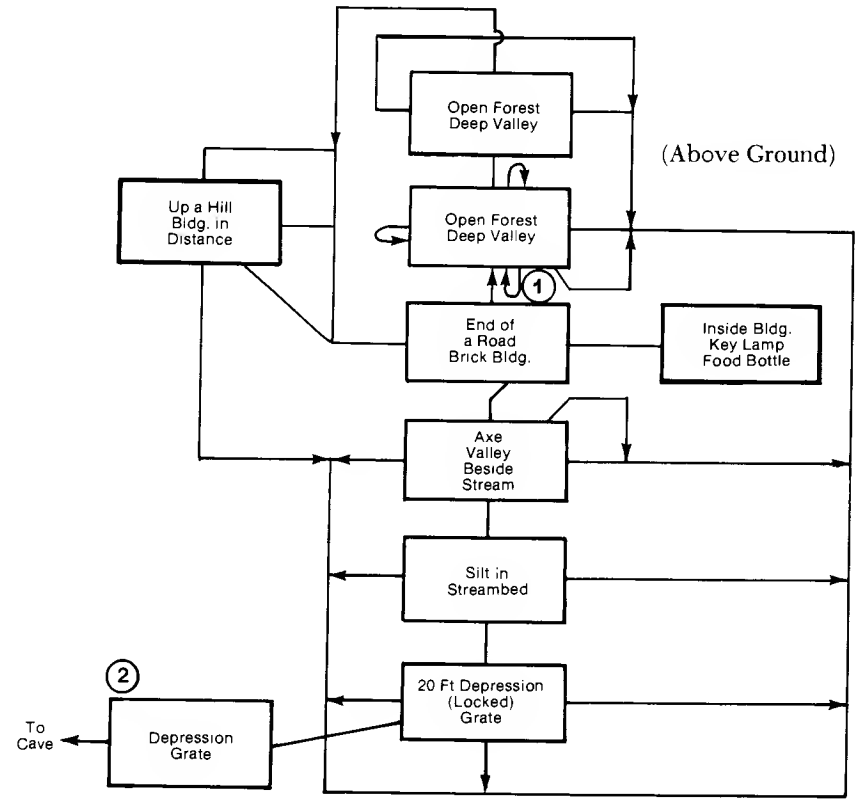
The Repository (End Game)

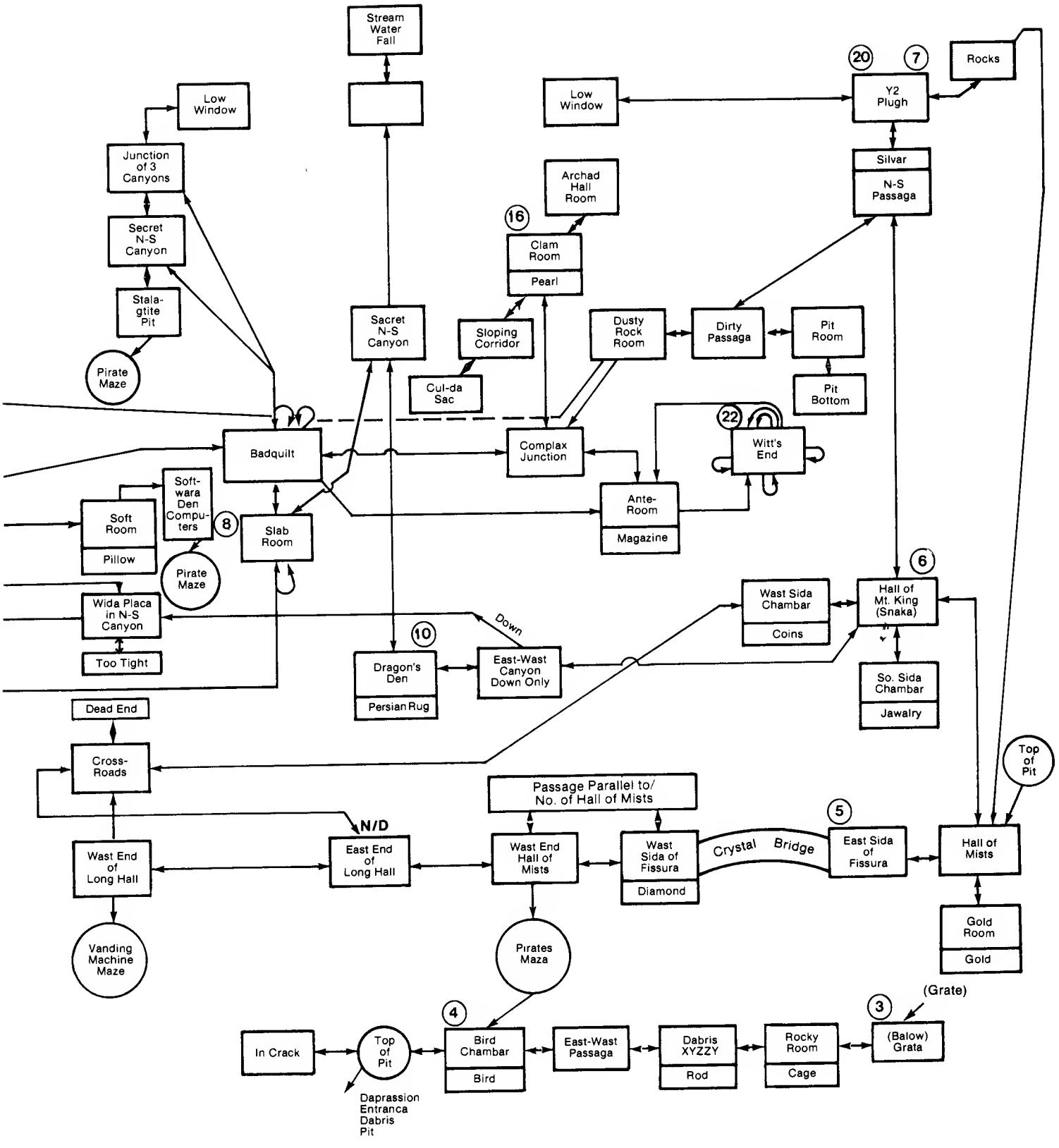
NORTHEAST

End of Repository
Bottles/Beanstalks
Oysters/Rods w/star
Lanterns/Dwarves
Mirror

(23) SOUTHWEST

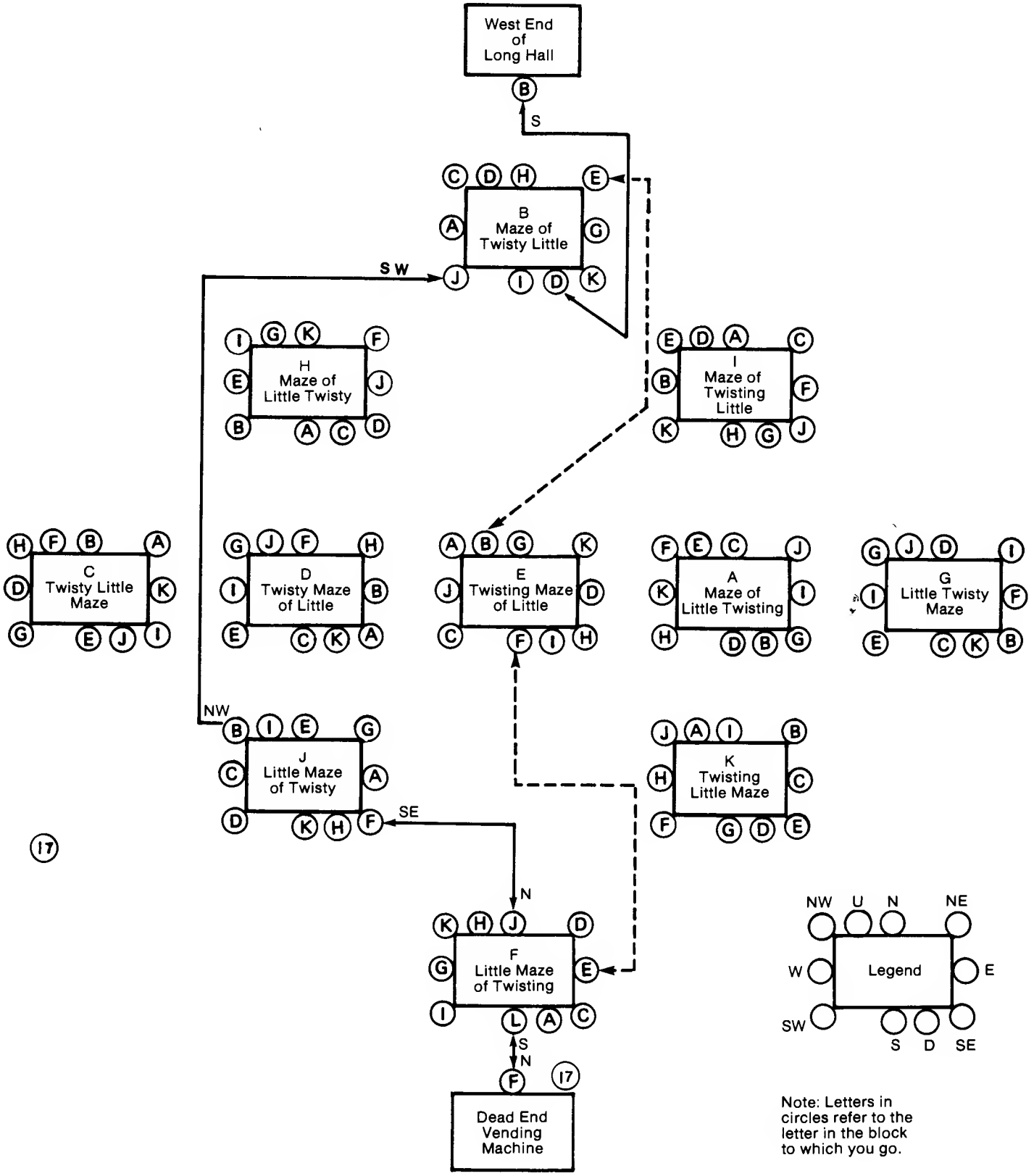
End of Repository
Snakes/Cages/Birds
Rods w/marks
Pillows steel Grate
Grate is locked
Sign




Stream Water Fall
Low Window
Junction of 3 Canyons
Secret N-S Canyon
Stala-gtite Pit
Pirate Maze
Low Window
20
7
Rocks
Y2 Plugh
Silvar
N-S Passaga
Archad Hall Room
16
Clam Room
Pearl
Sacret N-S Canyon
Sloping Corridor
Cul-da Sac
Dusty Rock Room
Dirty Passaga
Pit Room
Pit Bottom
22
Witt's End
Badquilt
Complax Junction
Ante-Room
Magazine
Soft-wara Den Compu-ters
8
Soft Room
Pillow
Slab Room
Pirate Maze
Wida Placa in N-S Canyon
Too Tight
Down
10
Dragon's Den
Persian Rug
East-Wast Canyon Down Only
Wast Sida Chambar
Coins
6
Hall of Mt. King (Snaka)
So. Sida Chambar
Jawalry
Dead End
Cross-Roads
Top of Pit
Passage Parallel to/ No. of Hall of Mists
5
N/D
Wast End of Long Hall
East End of Long Hall
Wast End Hall of Mists
Wast Sida of Fissura
Diamond
Crystal Bridge
East Sida of Fissura
Hall of Mists
Gold Room
Gold
Vanding Machine Maze
Pirates Maza
(Grate)
3
4
In Crack
Top of Pit
Daprassion Entranca Dabris Pit
Bird Chambar
Bird
East-Wast Passaga
Dabris XYZZY
Rod
Rocky Room
Cage
(Balow) Grata

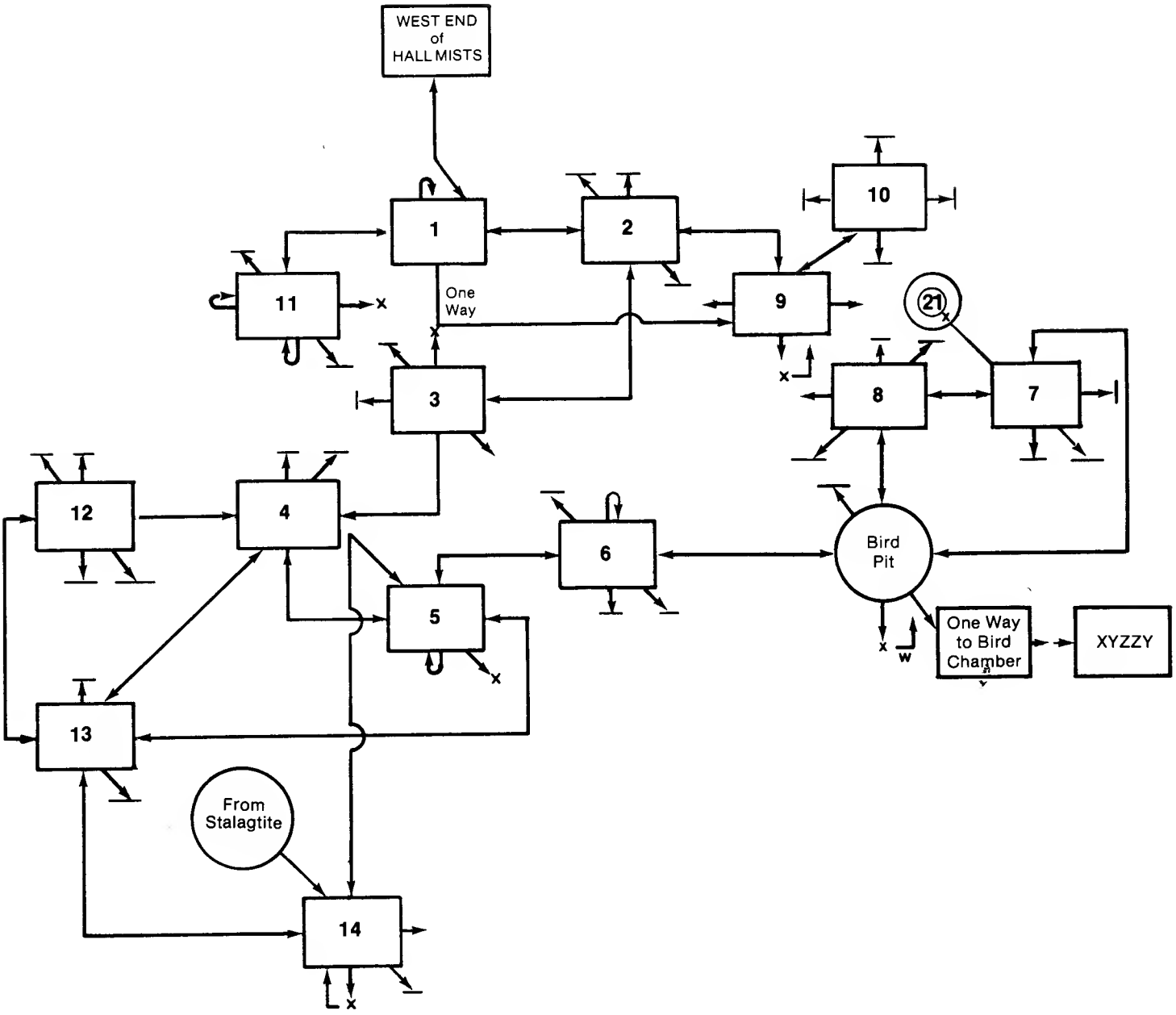
ADVENTURE

Vending Machine Maze



ADVENTURE

Pirate's Maze



ADVENTURELAND

Company: Adventure International

Suggested Retail: $39.95

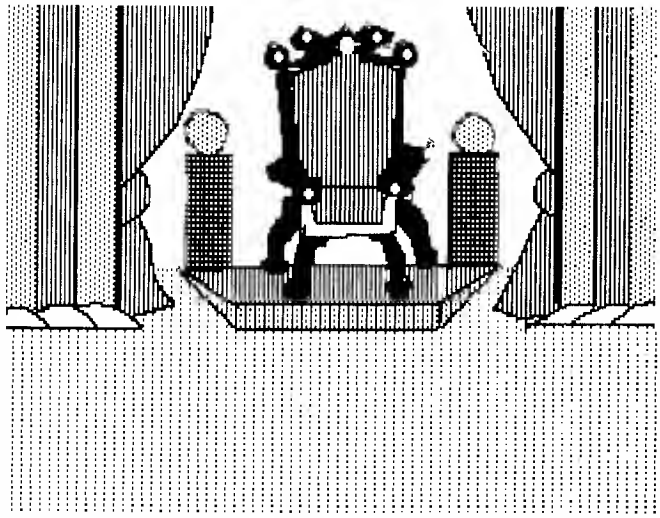
Type: Originally an all-text game, recently re-released in Hi-Res form.

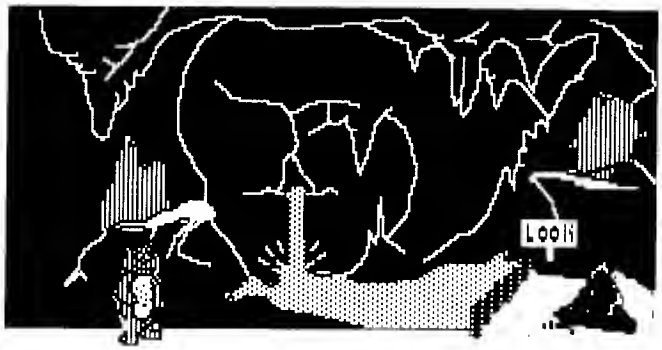
Description:

This game has the distinction of being the first of the good puzzle games. Thirteen treasures lie above and below ground in this adventure. Some treasures just lie around for the taking, but others will take a bit of head scratching before you finally glom onto them. In the process, you have to contend with Bees, Bears, Lava, Insects and a Sleeping Dragon.

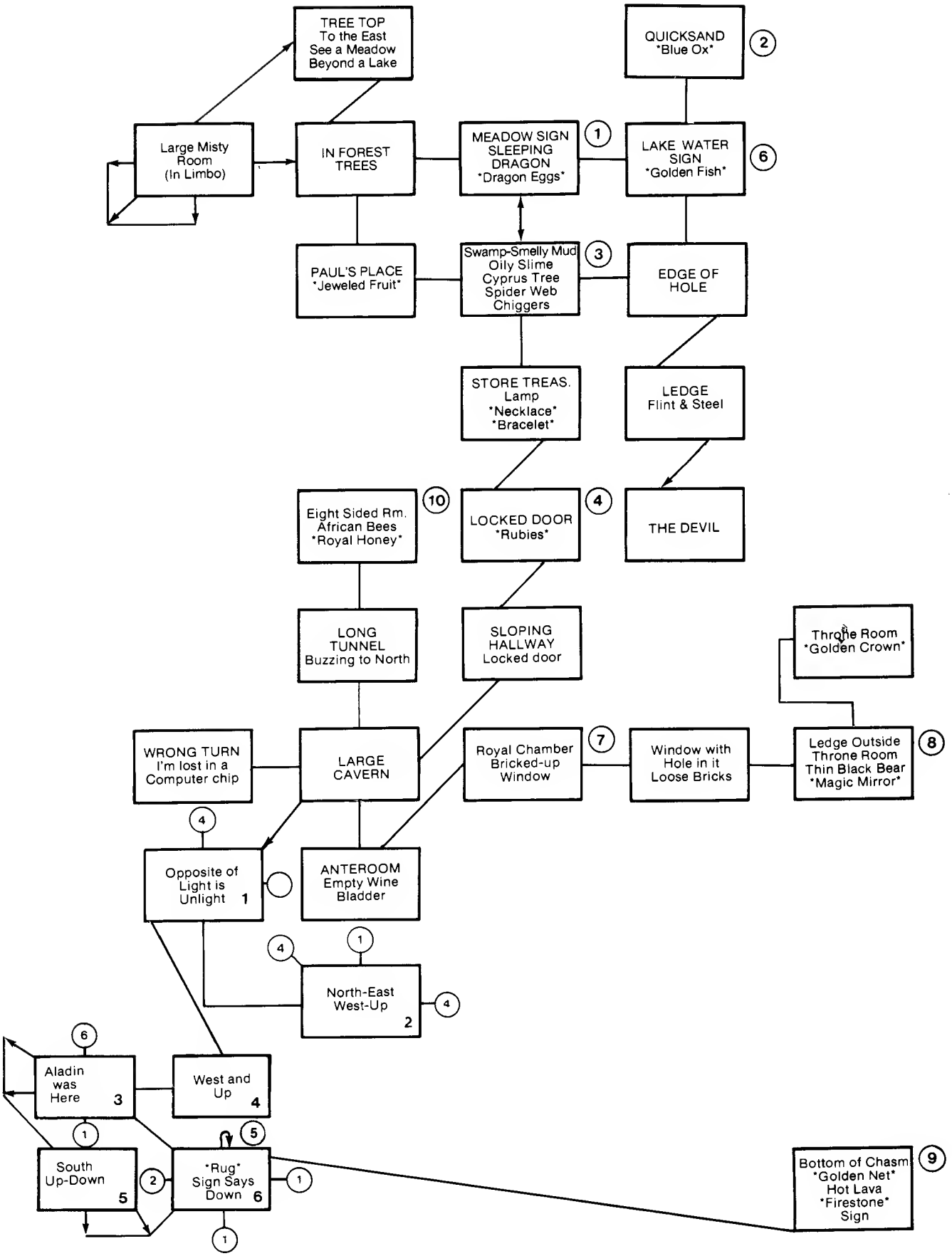
Playability:

Overall, the puzzles are not too difficult, and the game provides a good introduction to the tougher games in the Adams series. The two-word syntax has a limited but adequate vocabulary. The text is brief and to the point. The game offers a single, easily made or recalled saved-game.





ADVENTURELAND



ADVENTURE IN TIME

Company: Phoenix Software

Suggested Retail: $29.95

Type: An all-text adventure.

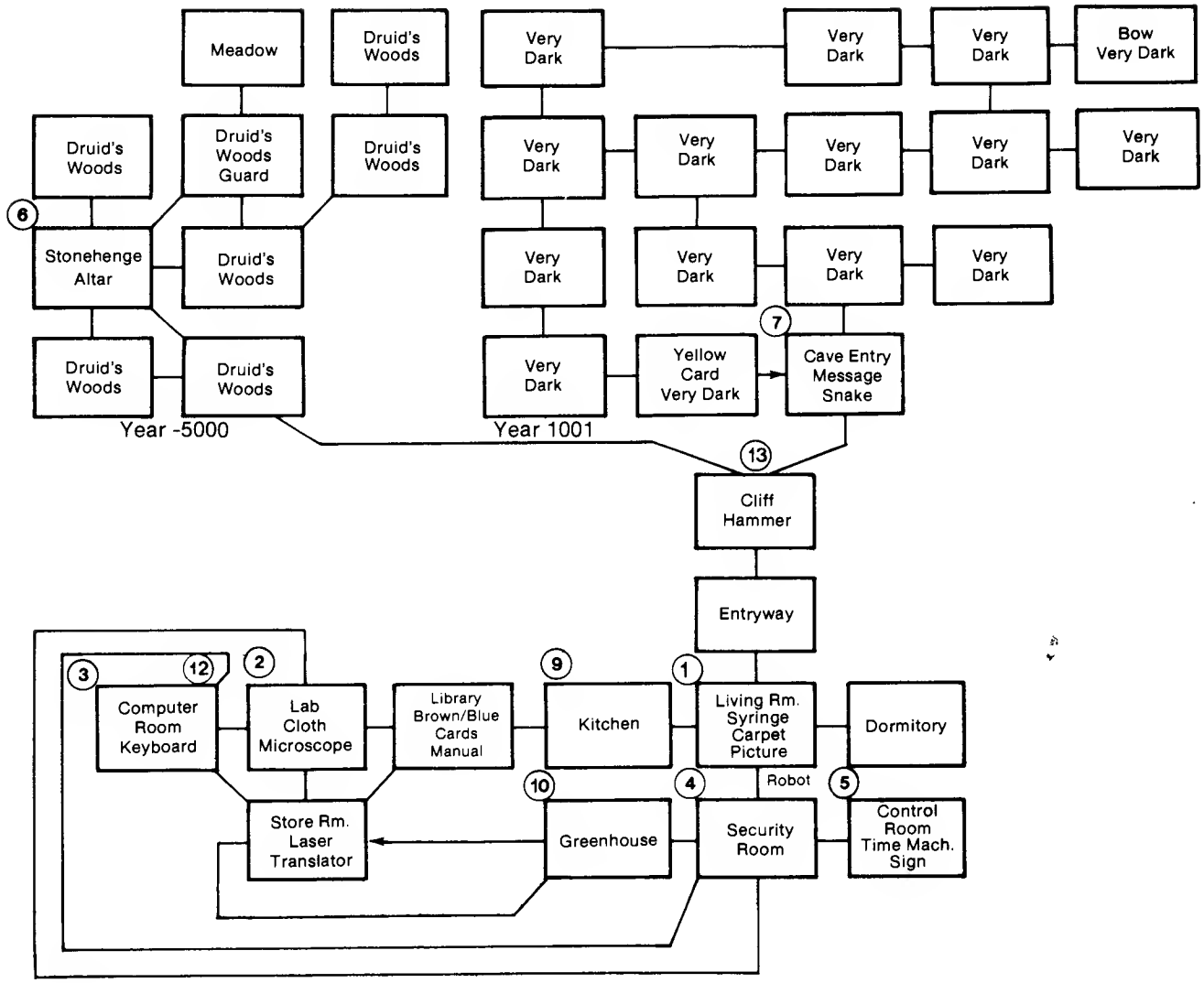
Description:

You must locate the bad guy, Nostradamus, who lurks somewhere in time, and kill him before he can assemble the ultimate weapon and destroy the world. You may travel to four different locations in time and to an interesting lab which even has its own computer. A friendly robot helps you out.

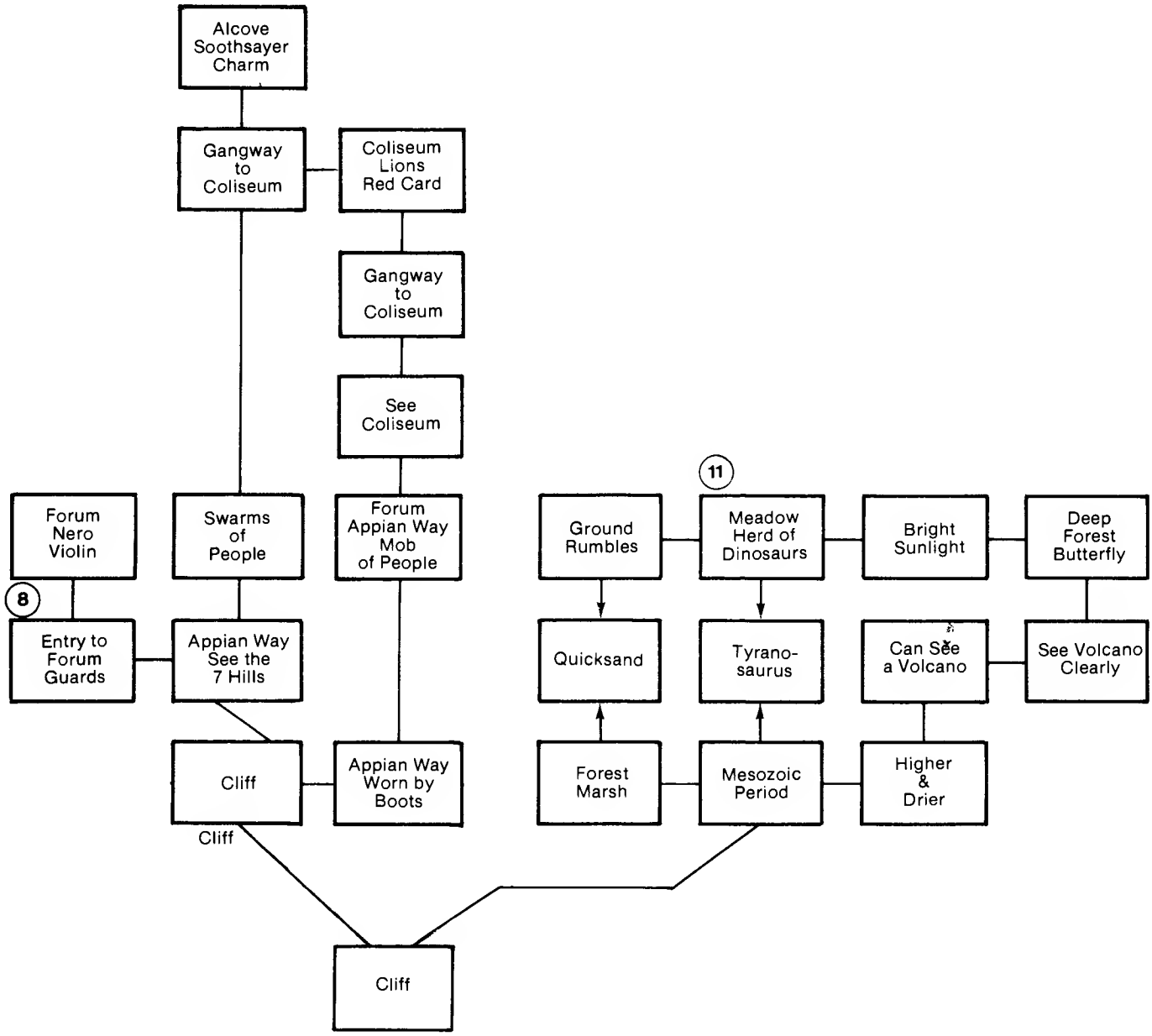
Playability:

This game's traps and puzzles will keep an experienced player busy for several hours. Although rated for experienced players, it is by no means too difficult for beginners. The crisp, quick response, tongue-in-cheek style, and save option further add to the game's appeal.

ADVENTURE IN TIME



ADVENTURE IN TIME
Part 2



ALI-BABA AND THE 40 THIEVES

Company: Quality Software

Suggested Retail: $32.95

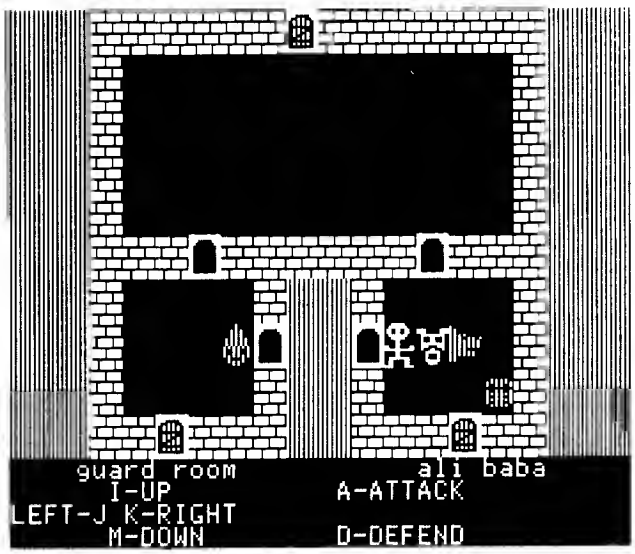
Type: Originally the all-text game called *Fracus*, this fantasy has colorful Hi-Res graphics and sound and has undergone extensive modification.

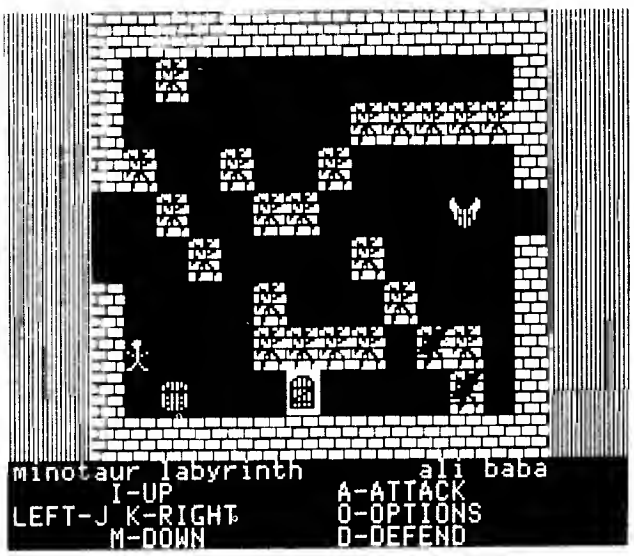
Description:

This light-hearted combat game takes place in a medieval setting. You beat up monsters, find treasure to buy more effective weapons and armor, and ultimately rescue the Princess Buddir. You face an endless procession of assault-minded thieves and assorted monsters. However, you do have a host of allies on your side, and sometimes the indiscriminate baddies even clobber each other. You can just sit back and watch, and often listen to lots of music.

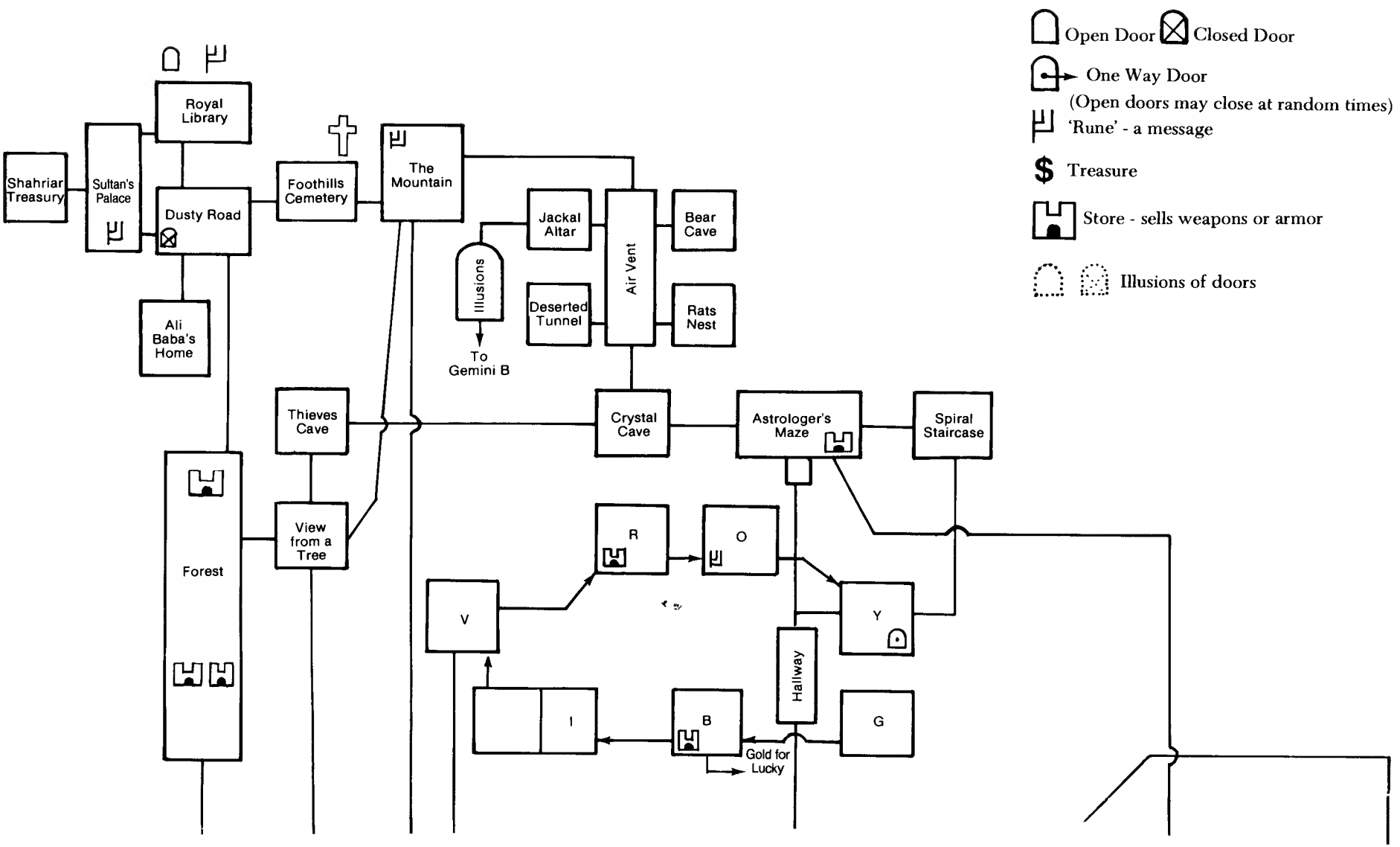
Playability:

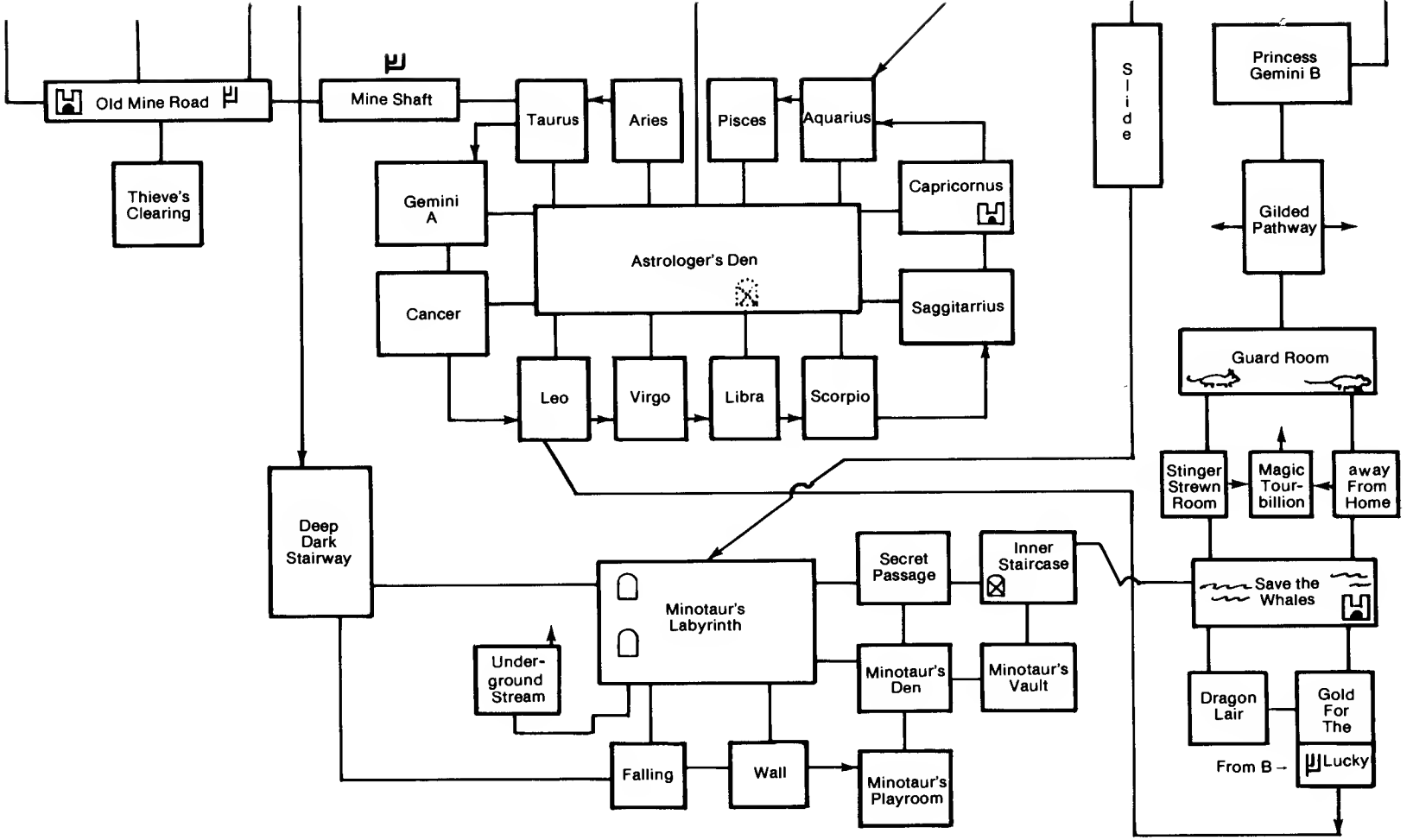
No single solution to this fantasy adventure exists, so none is provided beyond the map. One or more players can play with paddles or keyboard. I suggest annotating your map as a means of keeping tabs on the many hidden doors, chutes, and strange goings-on.





ALI-BABA AND THE 40 THIEVES




Old Mine Road
Mine Shaft
Thieve's Clearing
Taurus
Aries
Pisces
Aquarius
Gemini A
Capricornus
Astrologer's Den
Cancer
Saggitarrius
Leo
Virgo
Libra
Scorpio
Deep Dark Stairway
Minotaur's Labyrinth
Secret Passage
Inner Staircase
Under-ground Stream
Minotaur's Den
Minotaur's Vault
Falling
Wall
Minotaur's Playroom
S l i d e
Princess Gemini B
Gilded Pathway
Guard Room
Stinger Strewn Room
Magic Tour-billion
away From Home
Save the Whales
Dragon Lair
Gold For The
From B →
Lucky

BENEATH APPLE MANOR

Company: Quality Software

Suggested Retail: $29.95

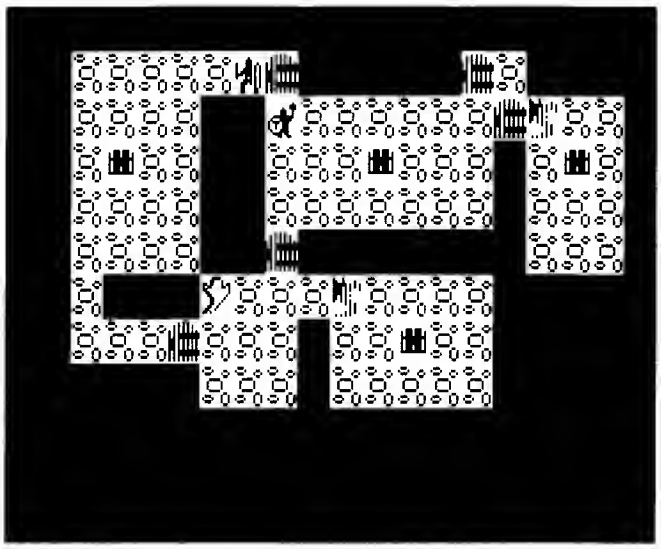
Type: Originally a Lo-Res game, recently re-released in Hi-Res form.

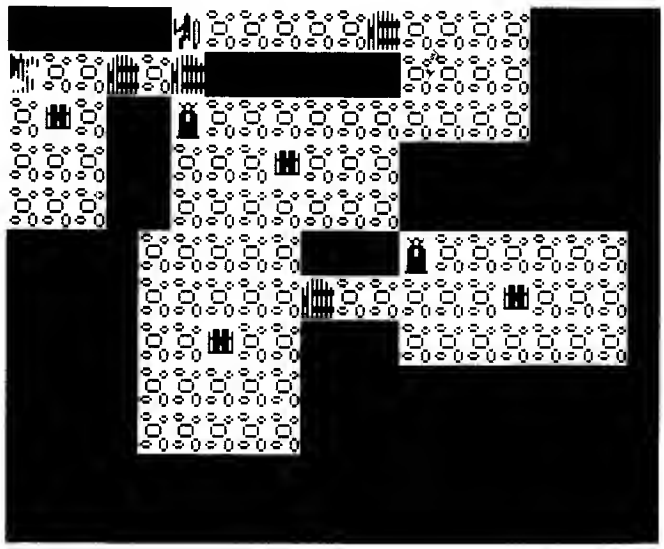
Description:

In *Beneath Apple Manor*, a classic fantasy game, you try to find a Golden Apple hidden deep within a multi-leveled, maze-like basement. You need no hints or clues to solve this game, only a bit of patience. Different types of monsters abound, and the deeper you go the tougher they become. Magic items found on most levels may help you in the quest.

Playability:

The new version provides a Hi-Res display of up to five rooms, while a pleasantly familiar Lo-Res (text page) display of the original version is available for games of up to ten rooms and at any of the ten degrees of difficulty. Elements of strategy enhance the game, but no puzzles impede your progress. No single solution exists, so none is provided. Because the maze of each room is random, only a typical floor map, dumped from the screen, appears.





BIRTH OF THE PHOENIX

Company: Phoenix Software

Suggested Retail: $14.95

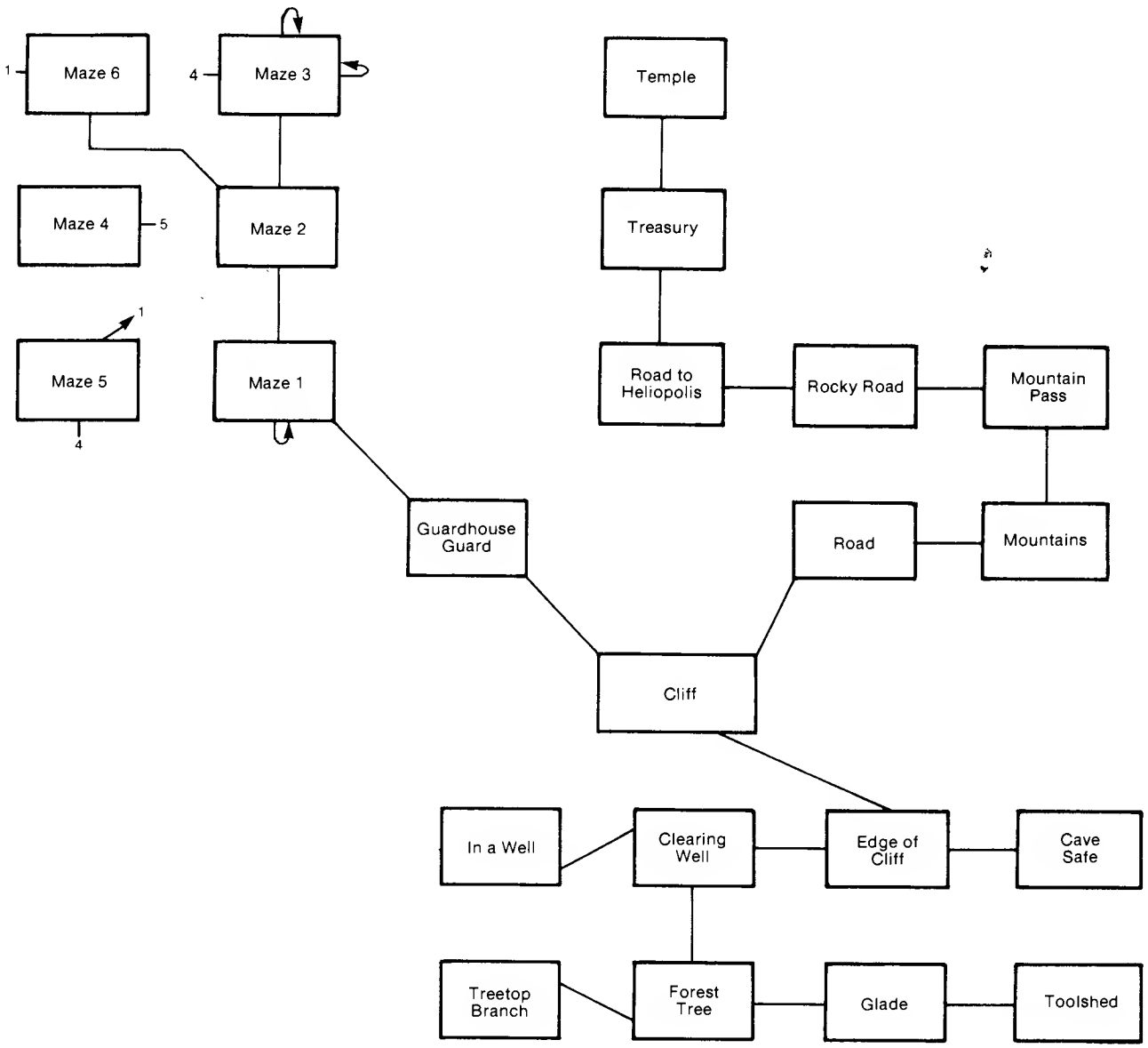
Type: An all-text adventure (tutorial for adventurers).

Description:

I could have written a solution to this, but didn't—it's not difficult, and brings you along carefully. You must uncover three treasures and complete a special task as part of this game. Other features common to big time adventures are a magic word, a maze, and a relatively interactive puzzle.

Playability:

A tutorial adventure for the beginner, enjoyable and worthwhile for first-time adventurers. The excellent documentation clearly describe game elements in detail, and encompasses clues to a variety of specific adventure games.



BLADE OF BLACKPOOLE

Company: Sirius

Suggested Retail: $39.95

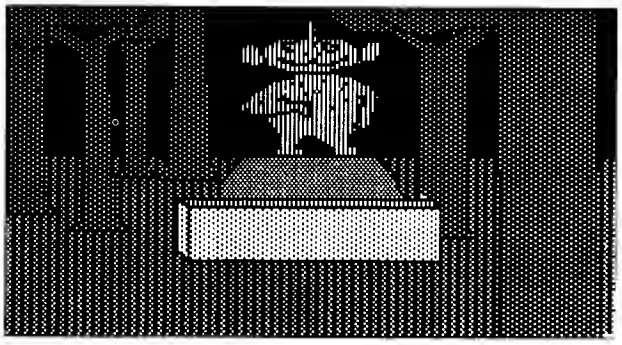
Type: Hi-Res adventure with color graphics and Hi-Res text.

Description:

You have to find and return the Sword of Myraglym. Standing between you and success are talking plants and idols, several riddles, a booze-happy monster, a tough-hided lizard, and a variety of ways for you to come to a premature end. Secondarily, you gain 500 points for solving the puzzles; the last point is sorta tough.

Playability:

While the *Blade of Blackpoole* contains no adventuring breakthroughs, it offers pleasant enough story line and graphics. Inventory management does present some challenge, since you can carry only six of the twenty-three objects at one time. Some objects have multiple uses, but the sequence of managing them becomes more difficult because you cannot readily return to certain locations. The overall difficulty leans slightly to the tough side, ideal for average adventurers.



```
:READ BOOK

THE BOOK CONTAINS DESCRIPTIONS OF A
RITUAL AND A PRAYER CALLED 'SOLOCIN'.
YOU CAN'T QUITE READ THE WORDS OF THE
PRAYER,BUT YOU RECOGNIZE THE WORD DANGER
:_
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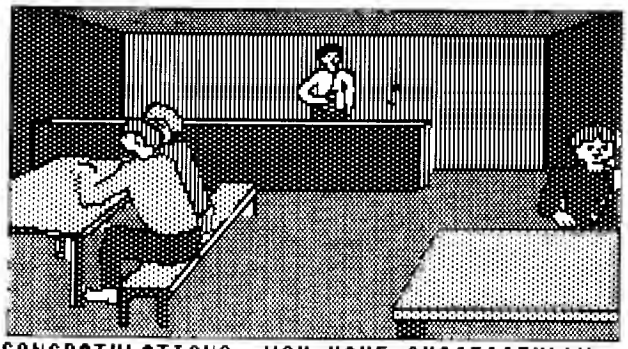
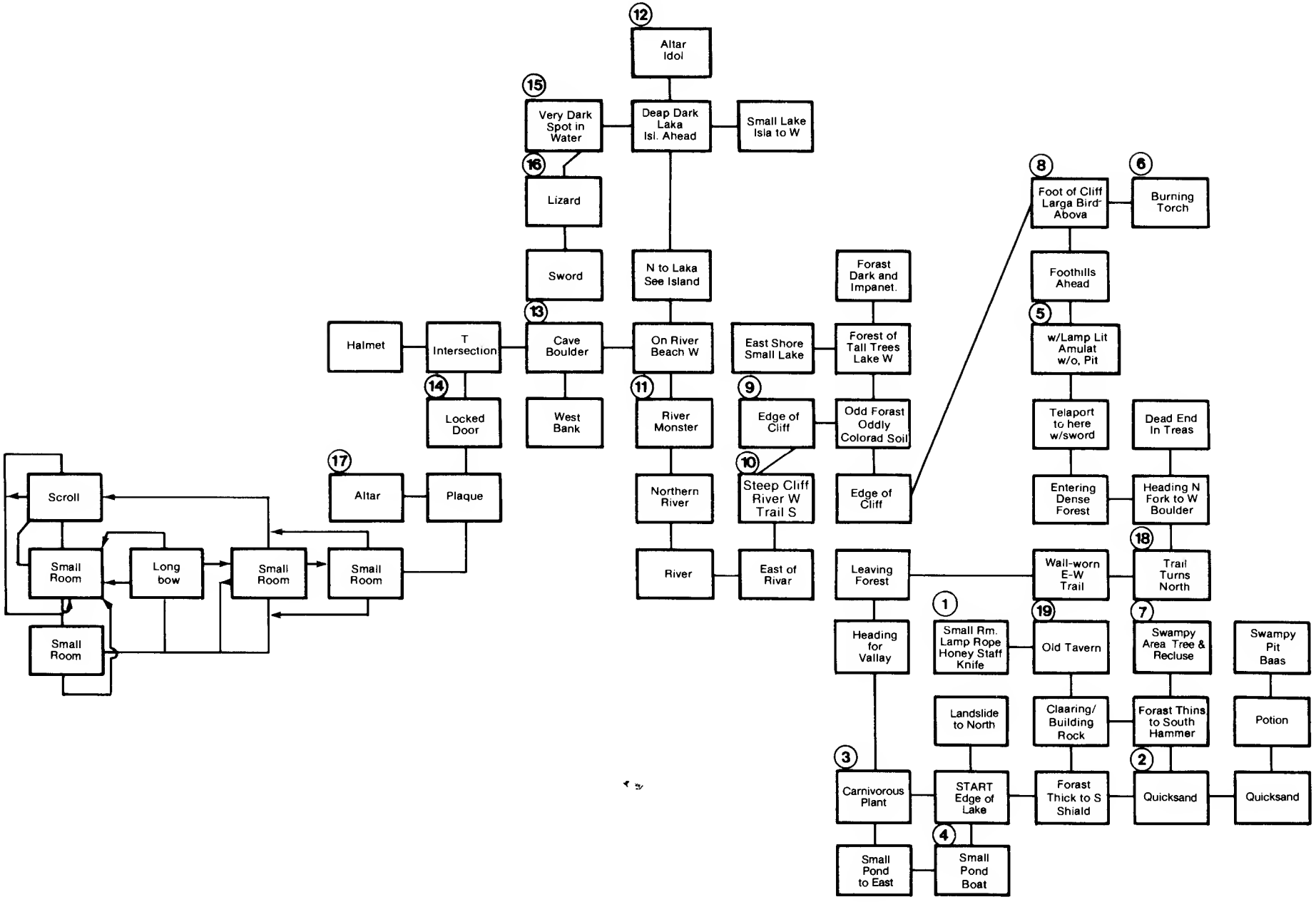


```
CONGRATULATIONS, YOU HAVE SUCCESSFULLY
FUFILLED YOUR QUEST AND RETURNED THE
SWORD MYRAGLYM TO IT'S RIGHTFUL PLACE.
YOUR NAME WILL BE PROCLAIMED THROUGHOUT
THE LAND FOR THIS DEED, AND THESE MEN
SHALL SERVE TO BEAR WITNESS FOR YOUR
HEROISM AND BRAVERY.
>MORE<
```

THE BLADE OF THE BLACKPOOLE



CASTLE OF DARKNESS

Company: The Logical Choice

Suggested Retail: $34.95

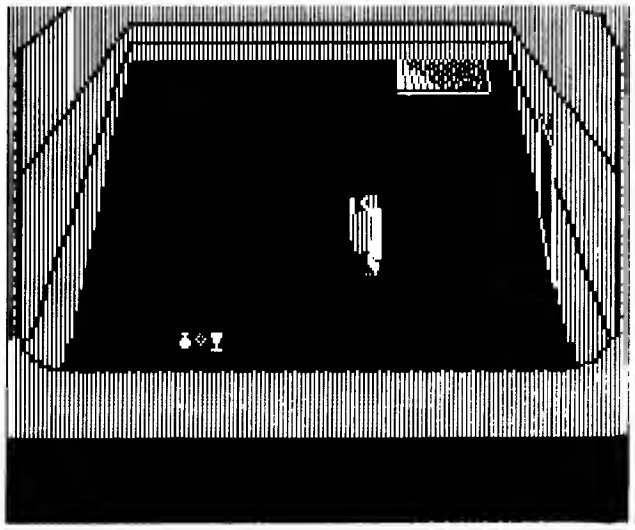
Type: Hi-Res adventure with color graphics and animation.

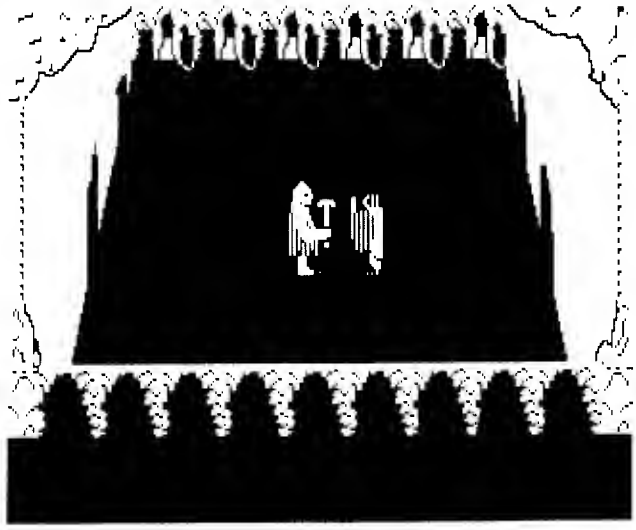
Description:

To overcome the might of the evil wizard, Grimnacht, you must discover the power behind his curse. You explore the many rooms of two castles, some with treasures, others with monsters or clues, and many with nothing at all. When you get through them all, you will have gained 200 points and had the dubious pleasure of watching your animated character march slowly all through the palaces.

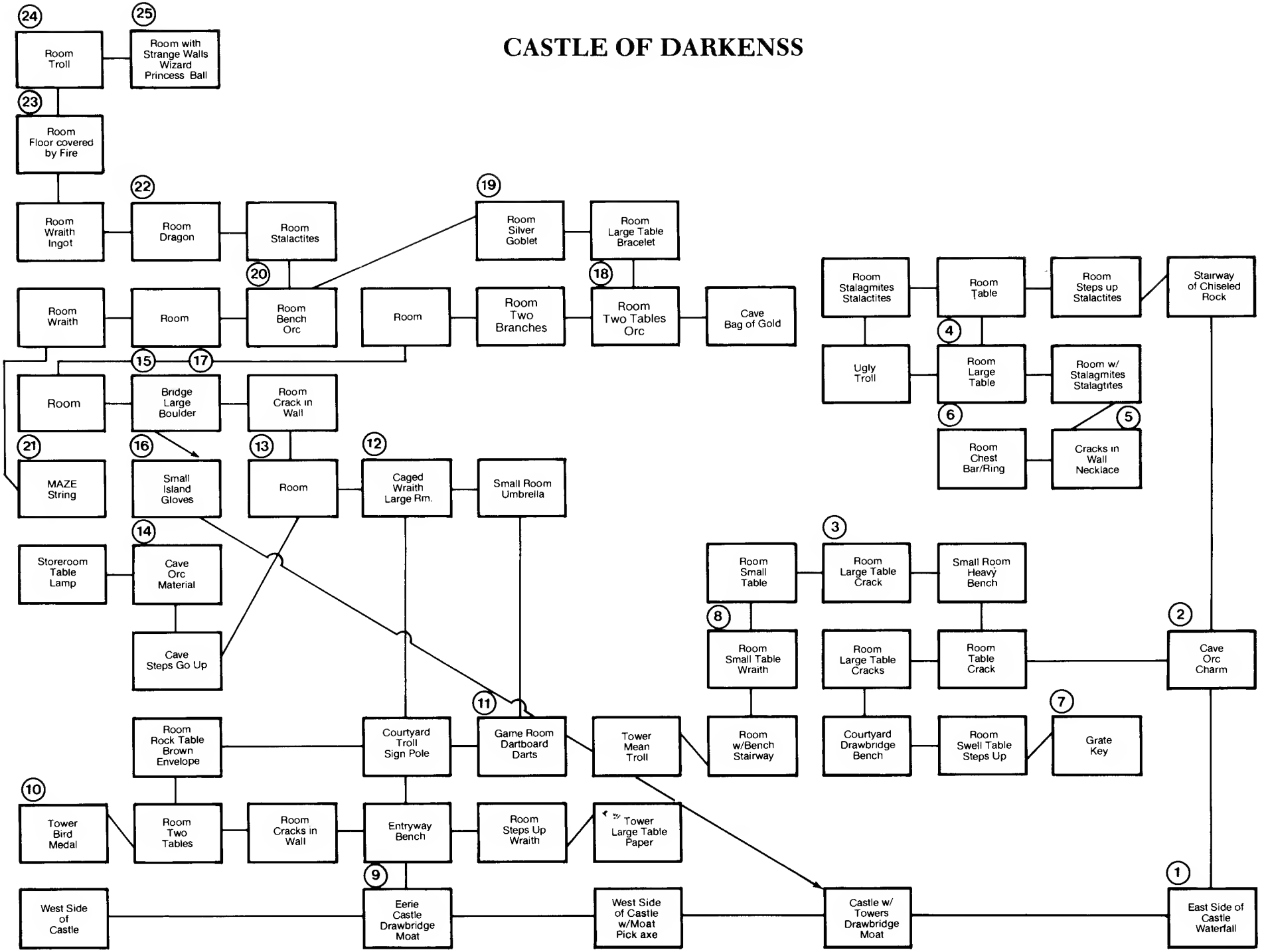
Playability:

The game offers a degree of animation and occasional spoken words, but some of the graphics leave a lot to be desired, particularly small and difficult to differentiate objects. Travel from location to location is on the slow side. Also, the limited vocabulary often makes progress frustratingly slow.





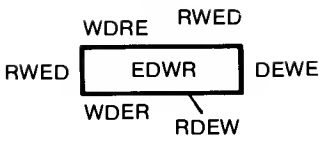
CASTLE OF DARKENSS

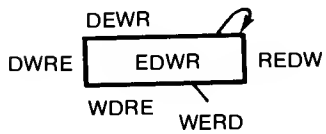


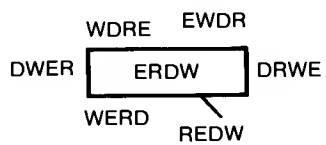
CASTLE OF DARKNESS

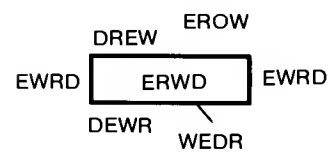
Maze

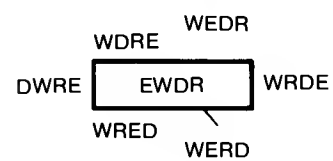
Eerie

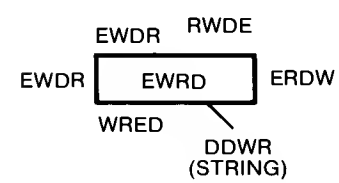




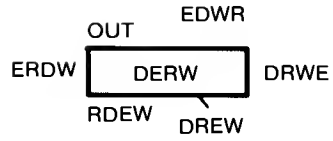


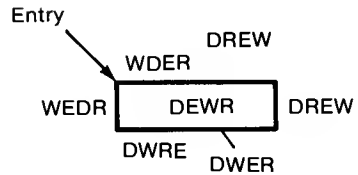


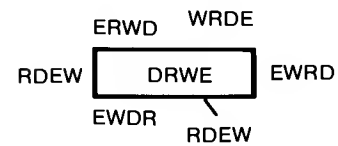


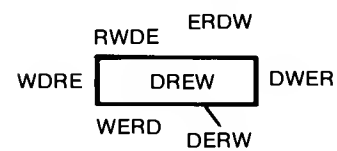


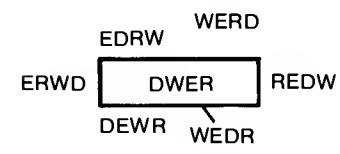
Dark

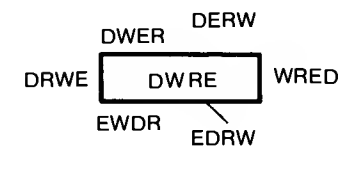




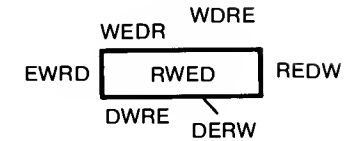


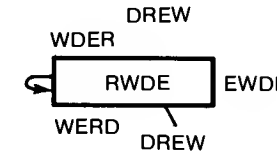


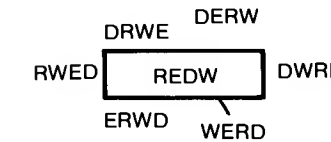


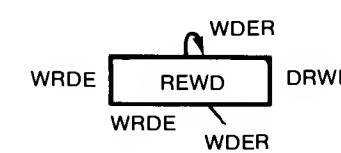


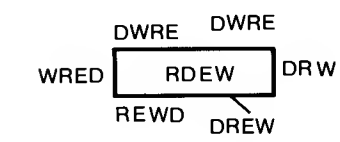
Rocky

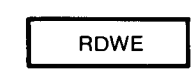




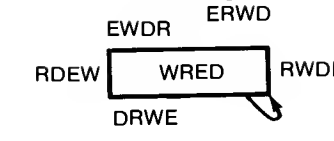


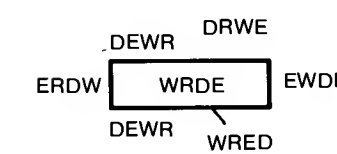


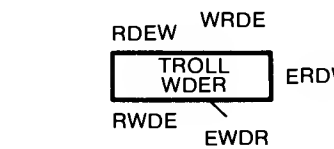


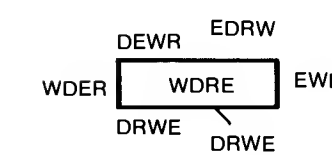


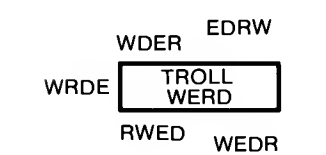
Winding

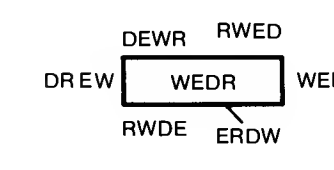


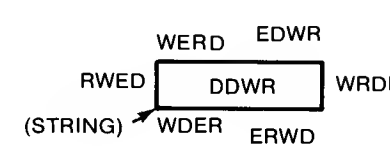






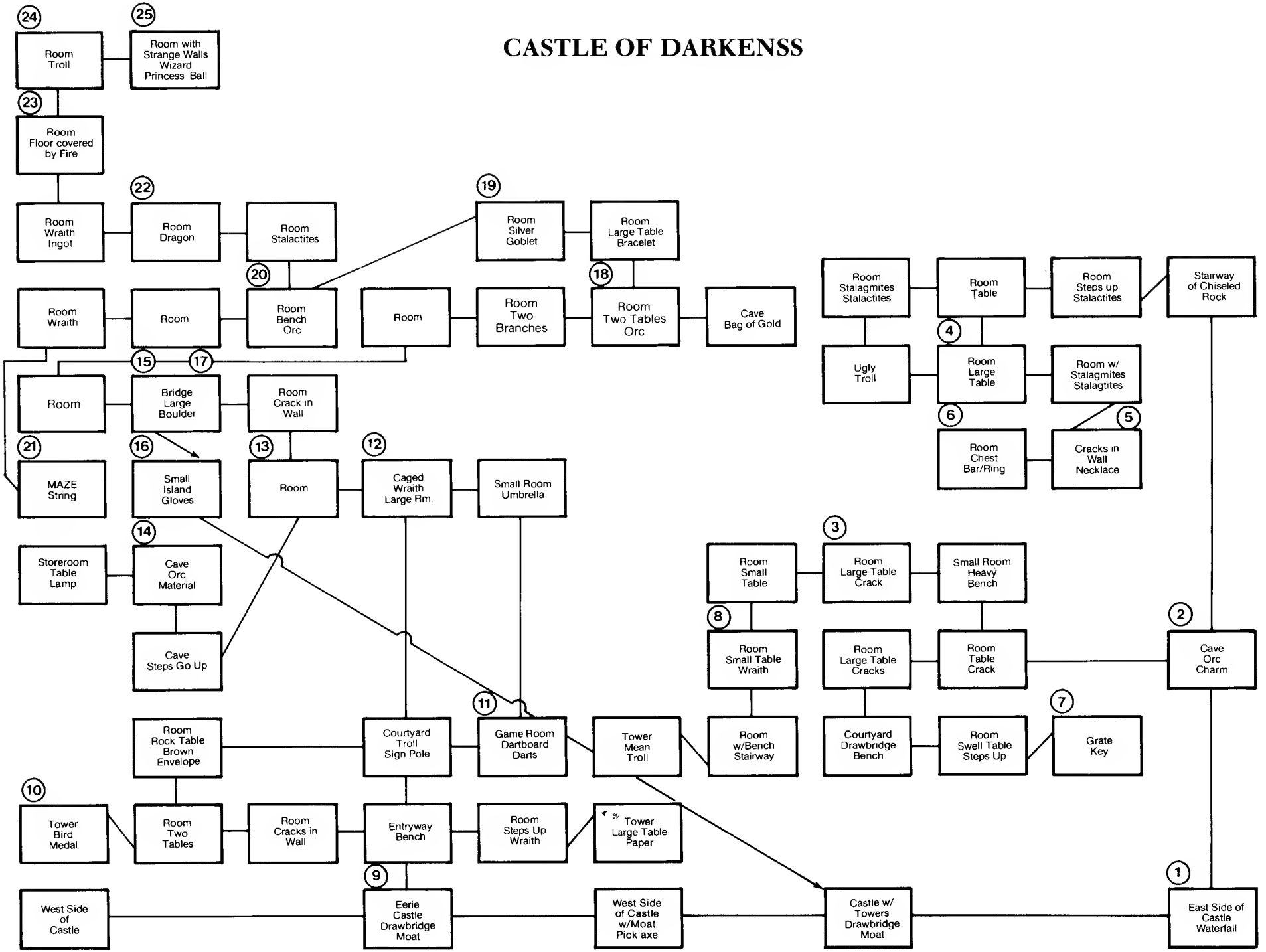






Note: Letters refer to the first letter of the four adjectives.

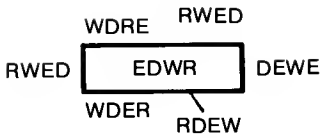
CASTLE OF DARKENSS

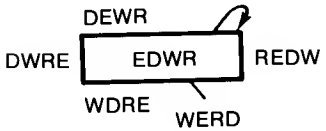


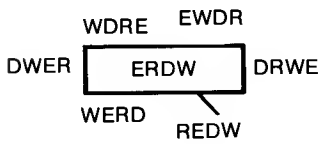
CASTLE OF DARKNESS

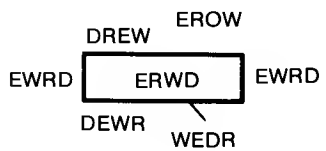
Maze

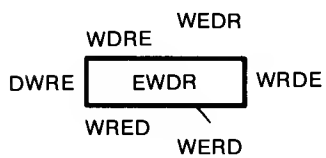
Eerie

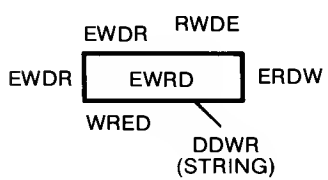




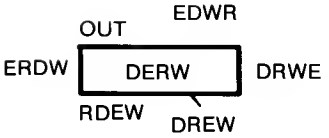


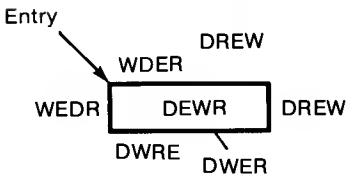


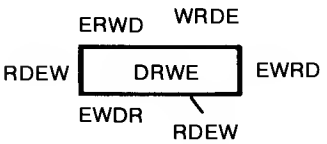


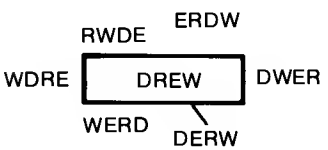


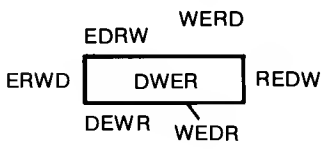
Dark

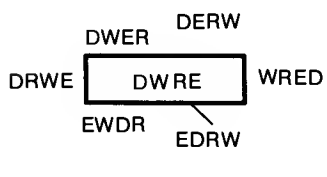




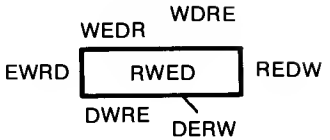


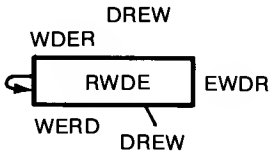


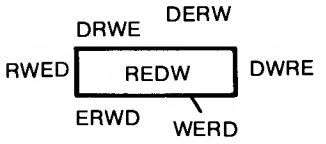


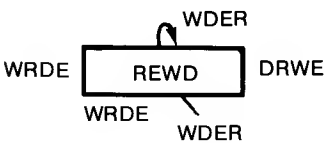


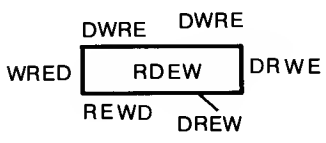
Rocky



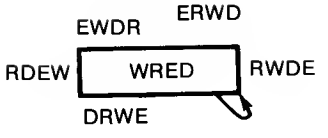


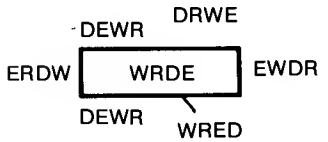


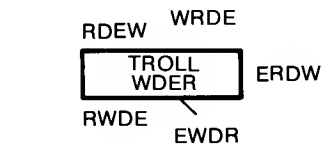


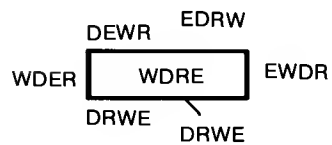


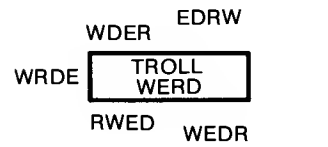
Winding

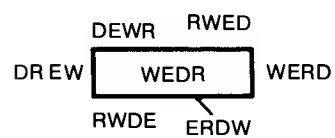


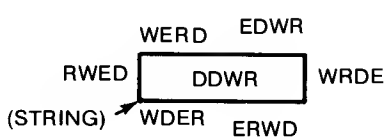












Note: Letters refer to the first letter of the four adjectives.

CHAMBERS OF XENOBIA

Company: Avant-Garde Creations

Suggested Retail: $15.95

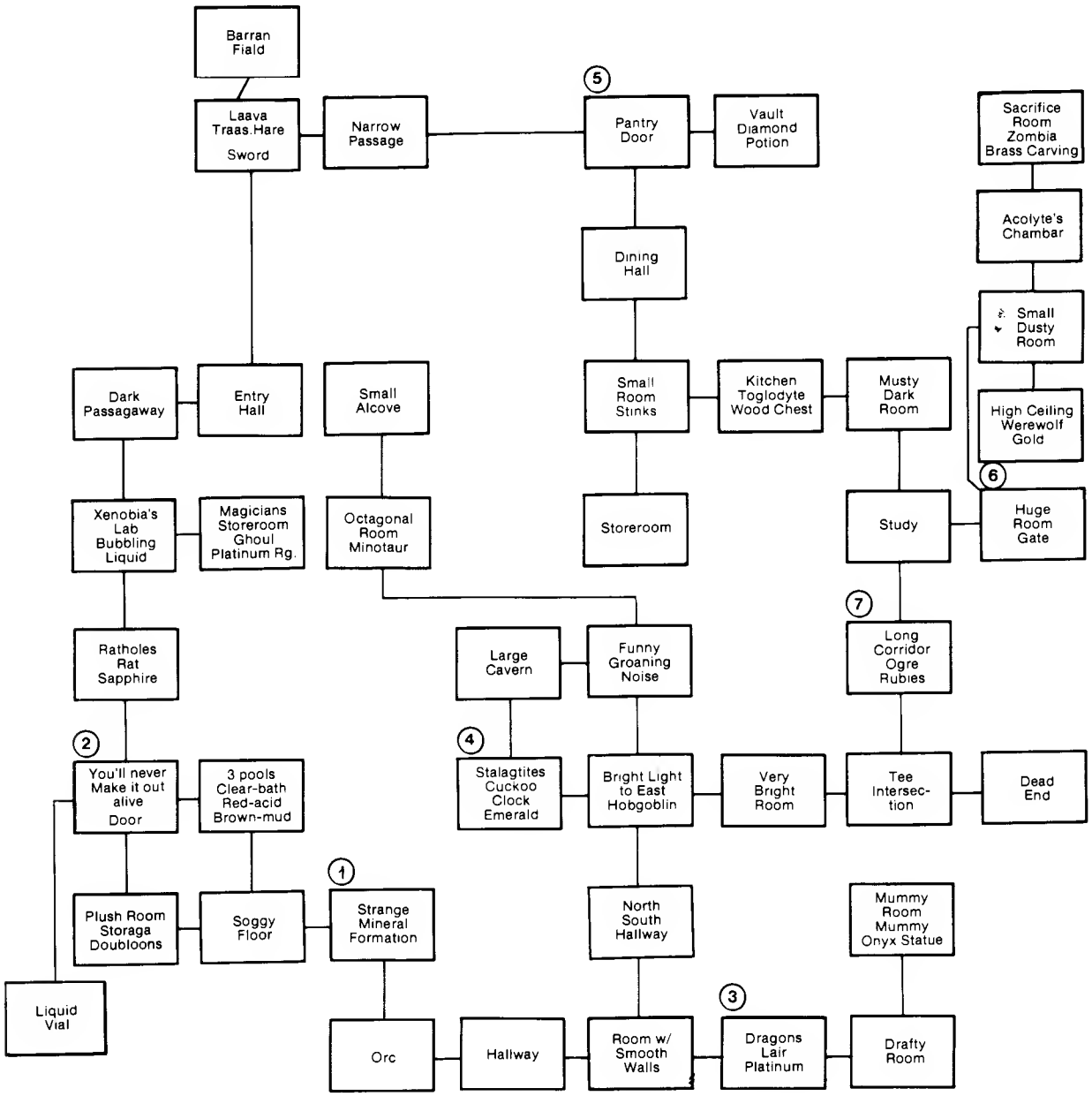
Type: All-text adventure.

Description:

Thirteen treasures await you in the underground cavern, the majority guarded by an unsavory critter which you must kill to gain reward. Three minor puzzles offer some challenge.

Playability:

The game is easily mapped, offers little reason to play a second time, and contains no unique twists. On the other hand, it's easy to play, doesn't bomb, isn't devious, and well suits young adventurers. Not recommended for intermediate to advanced players.



THE COUNT

Company: Adventure International

Suggested Retail: $39.95

Type: An all-text game, scheduled for release in Hi-Res form. Price includes *Voodoo Castle* and *Strange Odyssey*.

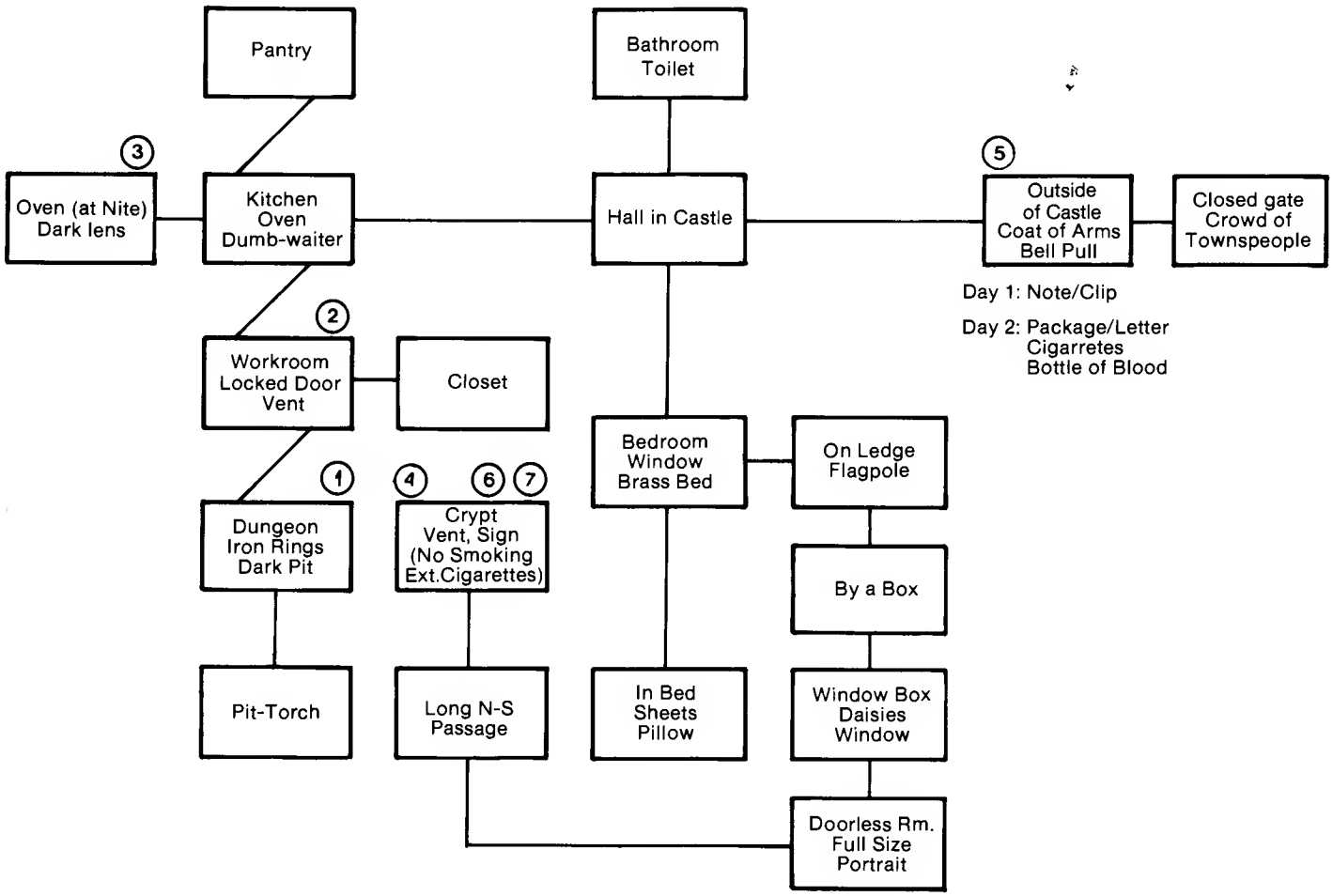
Description:

While this game has relatively few locations, a new element—time—has been introduced. You must properly time-phase your activities over three days and nights in order to find and kill Count Dracula. If you don't fix his wagon in three days, you won't be around for the fourth. Natch, there are bats, garlic, blood, Transylanian cigarettes and some No-Doze pills to help you keep awake at night.

Playablilty:

Slightly less complex perhaps than some of the other Scott Adams' games, but unique in that "things change" between night and day, and between successive days. The two-word syntax has a limited but adequate vocabularly. As with all of the Adams games, the text is brief and to the point. The game offers a single, easily made or recalled saved-game.

THE COUNT



THE COVETED MIRROR

Company: Penguin Software

Suggested Retail: $19.95

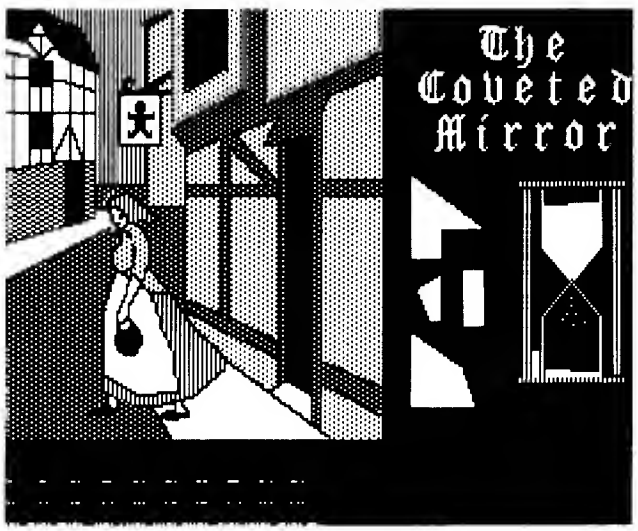
Type: Hi-Res adventure with color graphics.

Description:

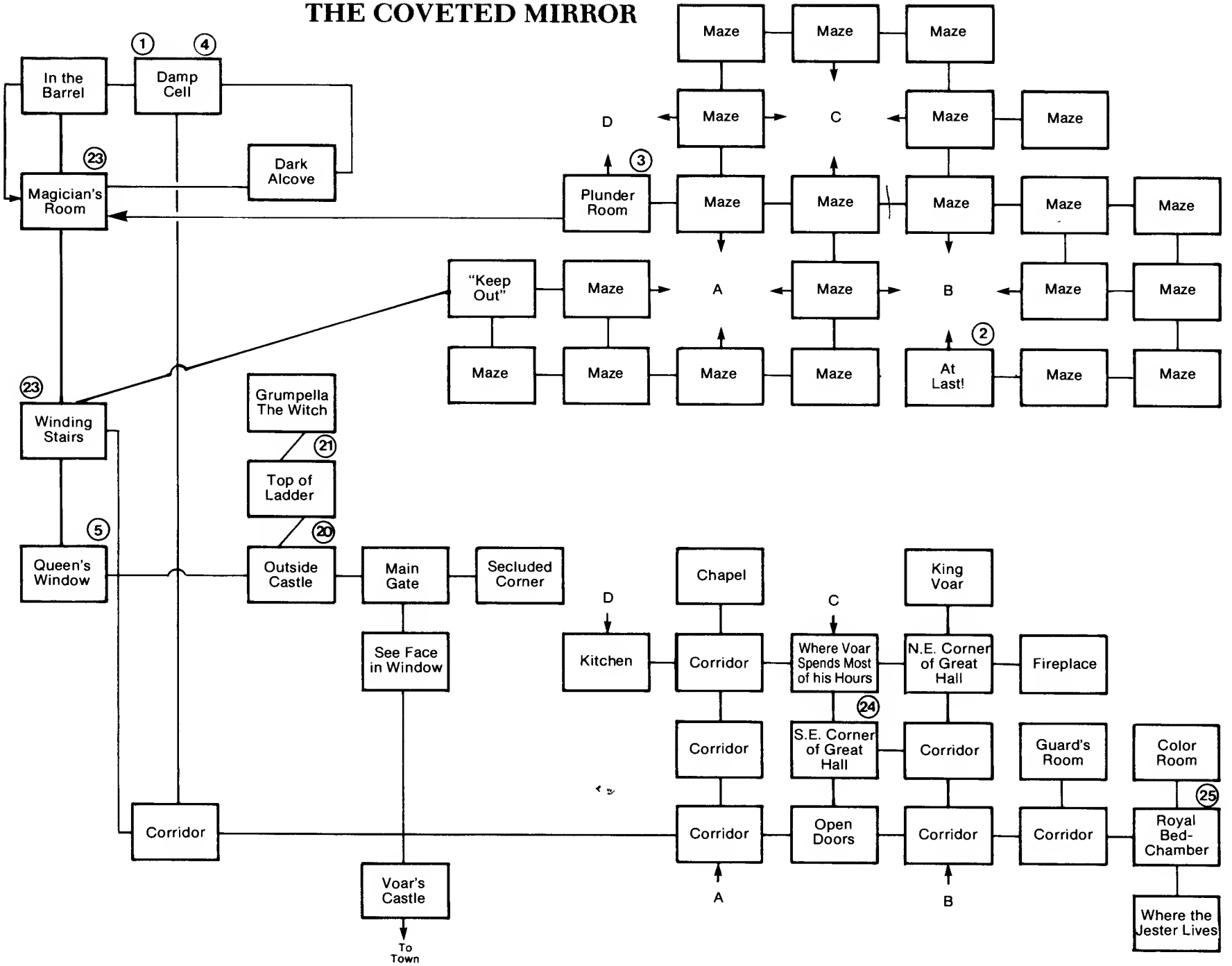
To break the evil rule of King Voar, you must find the fifth piece of a magic mirror. To do so, you must know the shapes of the other four pieces, solve a number of related puzzles, and play three simple arcade games. Periodically, the King yanks you back if the Jailer finds you missing, but the Jailer lets you roam if you bribe him.

Playability:

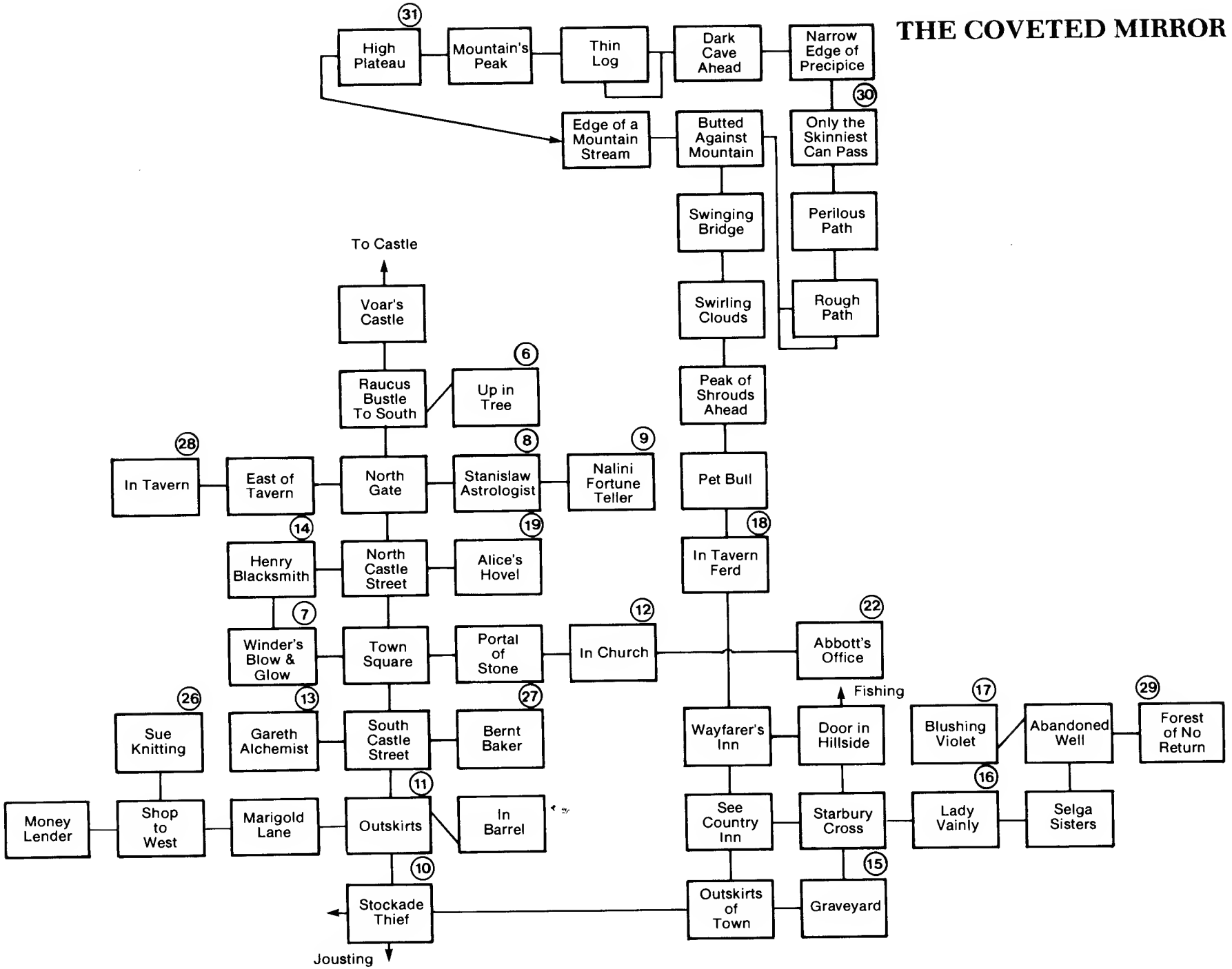
"Talking" characters will help you order and solve the frequent but not overly difficult puzzles. The characters often give novel responses should you give them objects not intended for them. A light-hearted game with nice graphics and a degree of animation, but a rather slow fill time. The vocabulary is nicely tailored to the game. You get seven saved-game positions, which you should use frequently—especially in the maze. Suitable for all levels of gaming ability.



THE COVETED MIRROR



THE COVETED MIRROR



CRANSTON MANOR

Company: Sierra On-Line Systems

Suggested Retail: $34.95

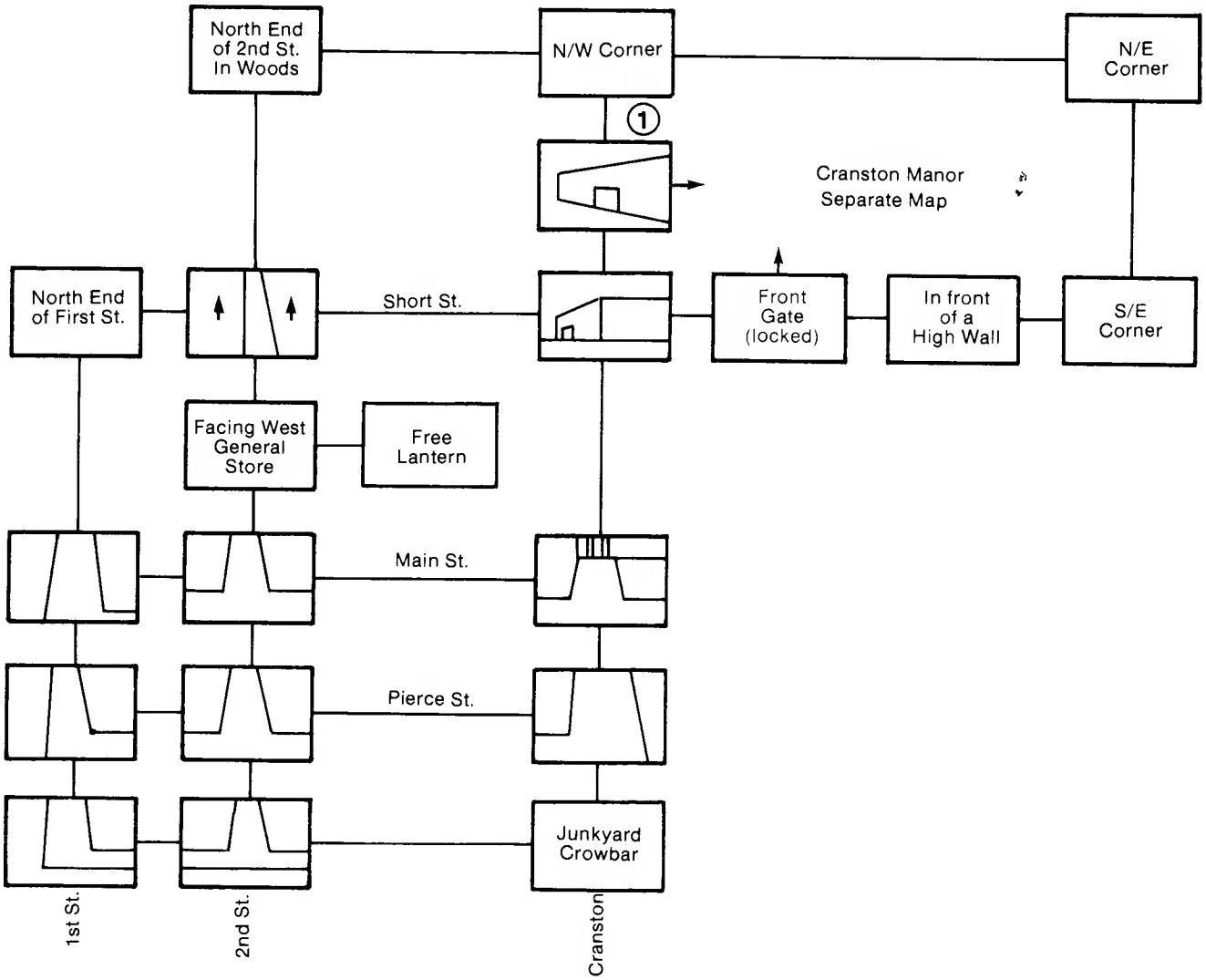
Type: Hi-Res adventure with color graphics.

Description:

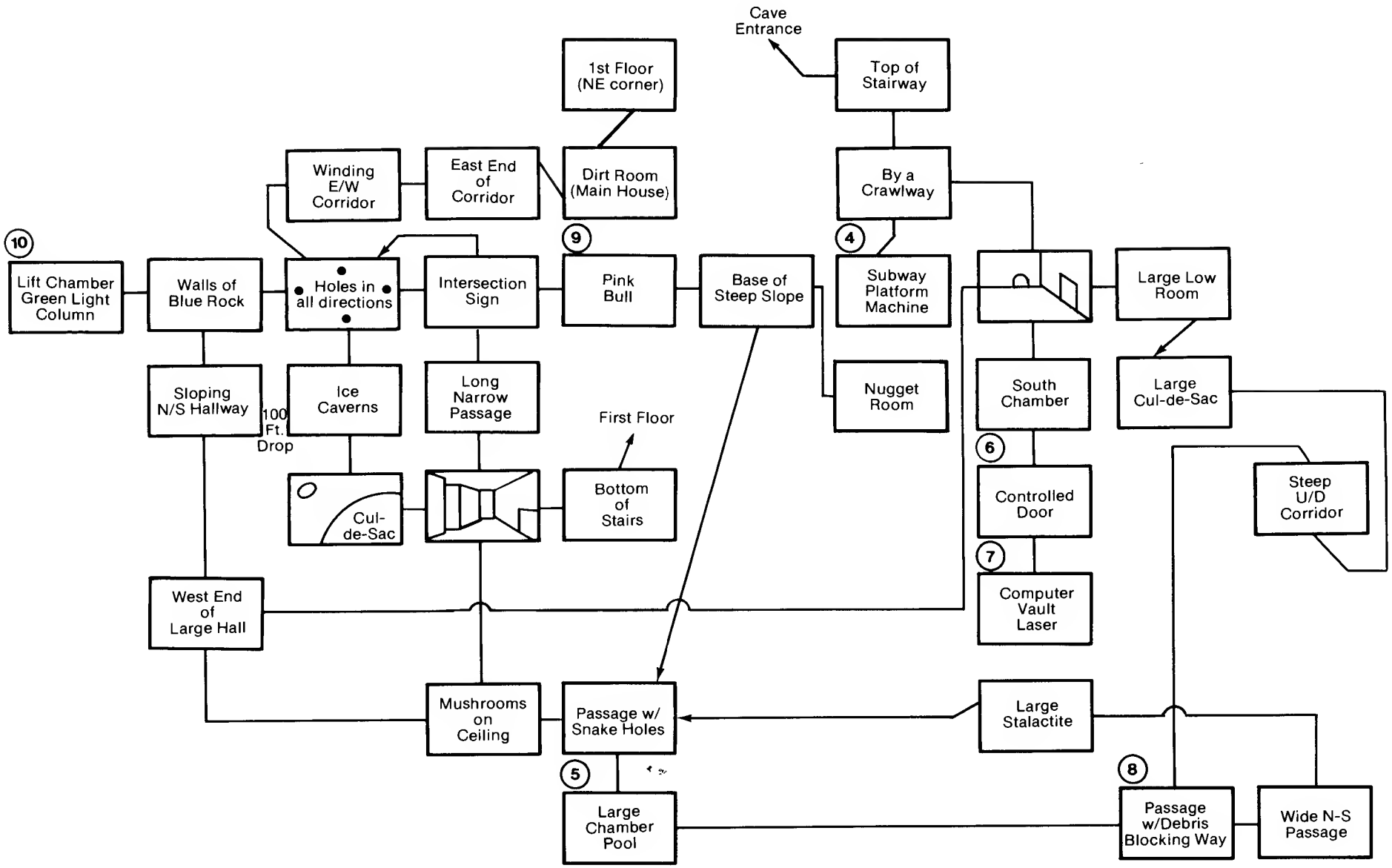
You must recover sixteen treasures from the multi-roomed Manor so that the town can be restored to its former glory. *Cranston Manor* itself is all indoors—upstairs, downstairs, and basement—with a Suit of Armor chasing you in the house and a dangerous Toy Soldier after you in the basement. The conclusion extends congratulations and designates you a Class 3 Adventurer!

Playability:

The game provides a few sticky puzzles and several interesting interconnections, but the inability to restore or restart the game after getting killed off is a serious problem! Despite the relatively large size of this game, it seems to lack the imagination and freshness which marked *The Wizard and the Princess.*

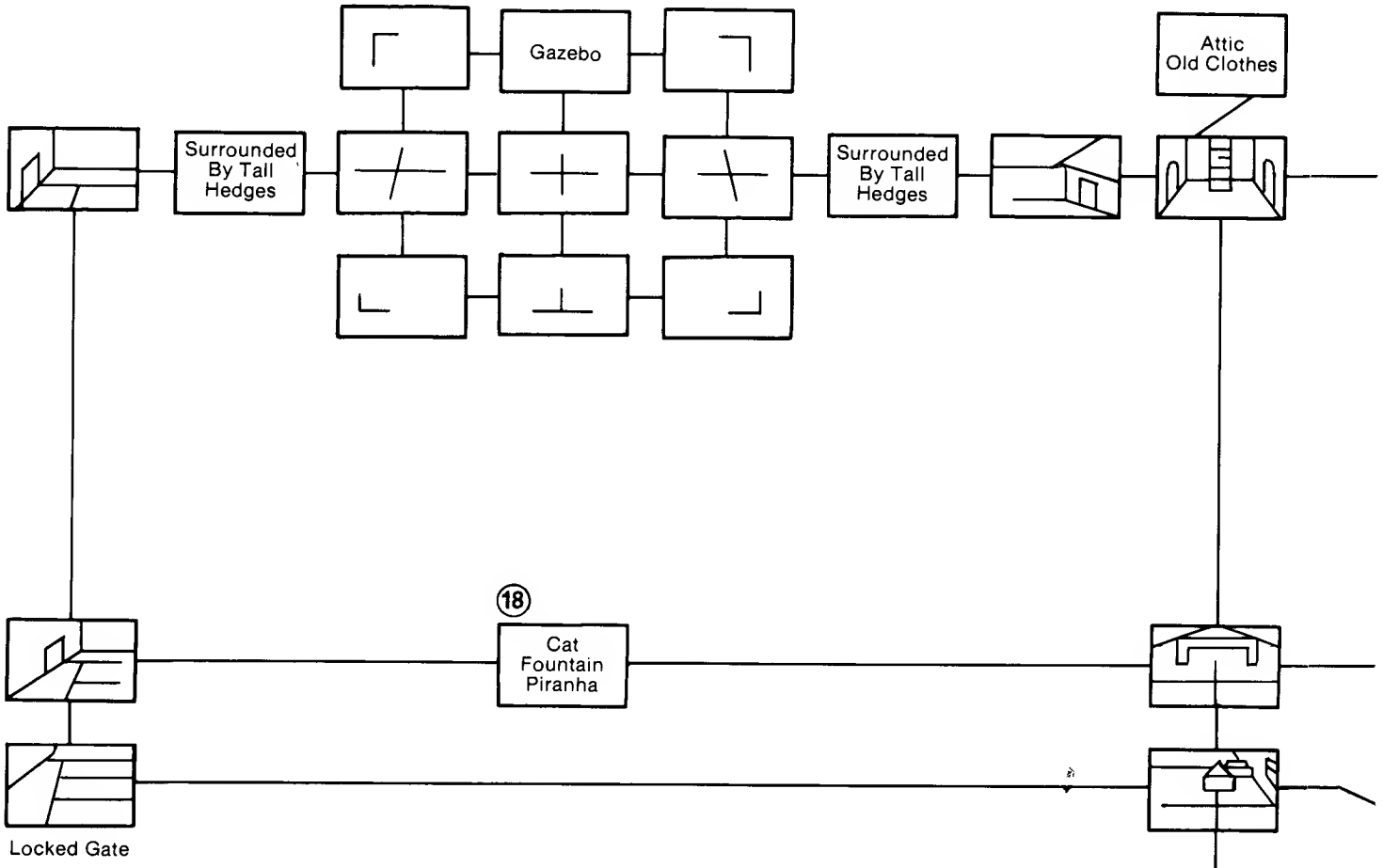


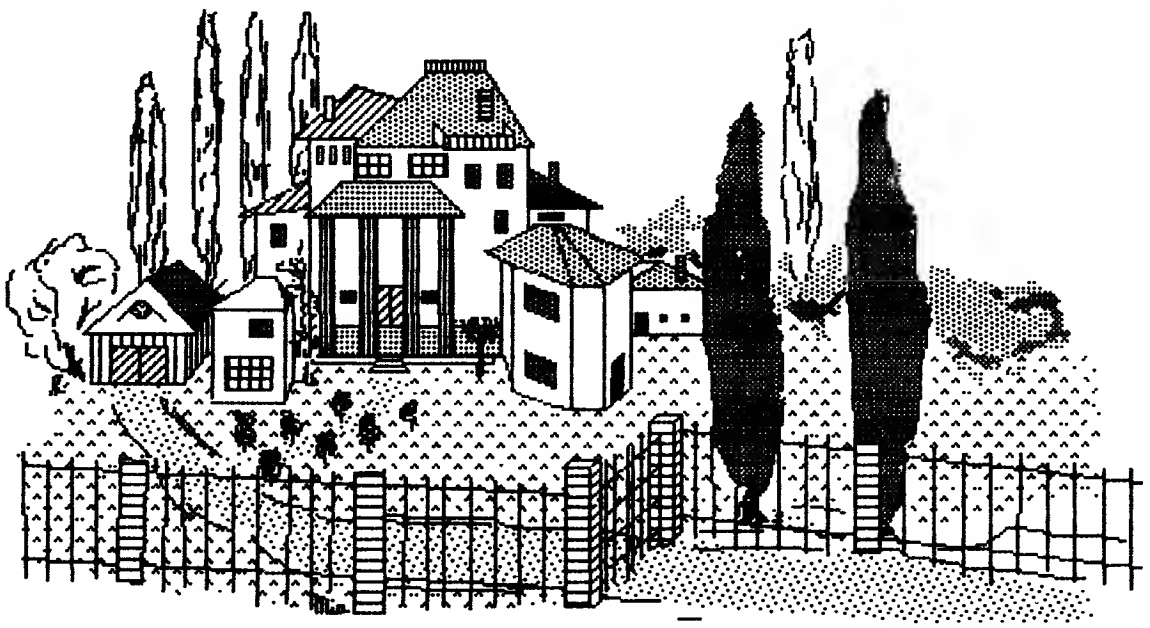
CRANSTON MANOR
Basement

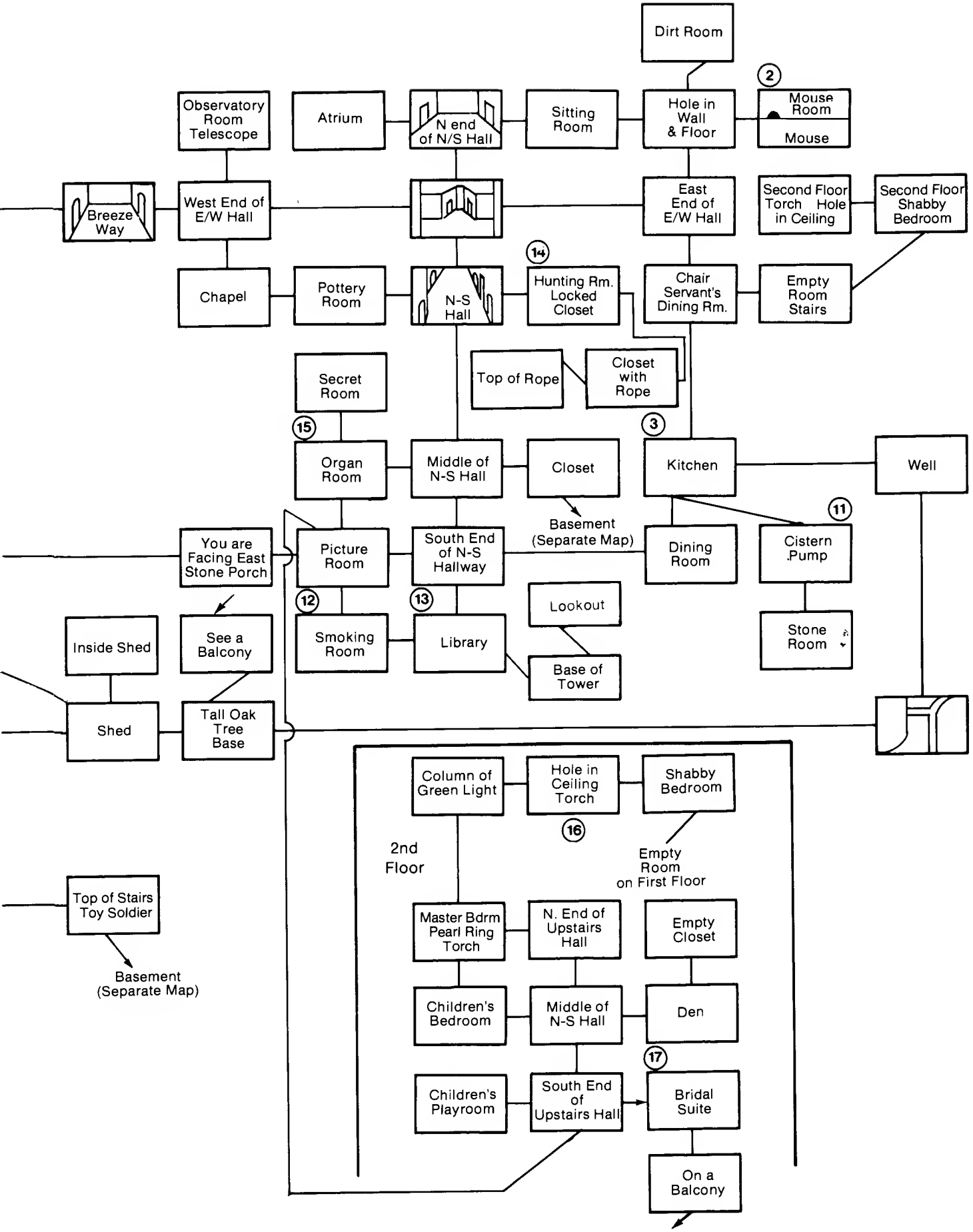


CRANSTON MANOR

Hires Adv. No. 3






Dirt Room
2
Mouse Room
Mouse
Hole in Wall & Floor
Sitting Room
N end of N/S Hall
Atrium
Observatory Room Telescope
Breeze Way
West End of E/W Hall
East End of E/W Hall
Second Floor Torch Hole in Ceiling
Second Floor Shabby Bedroom
14
Hunting Rm. Locked Closet
Chair Servant's Dining Rm.
Empty Room Stairs
Chapel
Pottery Room
N-S Hall
Top of Rope
Closet with Rope
Secret Room
15
3
Organ Room
Middle of N-S Hall
Closet
Kitchen
Well
11
Basement (Separate Map)
You are Facing East Stone Porch
Picture Room
South End of N-S Hallway
Dining Room
Cistern Pump
12
13
Lookout
Inside Shed
See a Balcony
Smoking Room
Library
Stone Room
Base of Tower
Shed
Tall Oak Tree Base
Column of Green Light
Hole in Ceiling Torch
Shabby Bedroom
16
2nd Floor
Empty Room on First Floor
Top of Stairs Toy Soldier
Master Bdrm Pearl Ring Torch
N. End of Upstairs Hall
Empty Closet
Children's Bedroom
Middle of N-S Hall
Den
17
Children's Playroom
South End of Upstairs Hall
Bridal Suite
On a Balcony
Basement (Separate Map)

CREATURE VENTURE

Company: Highland Computer Services

Suggested Retail: $24.95

Type: Black and white Hi-Res adventure.

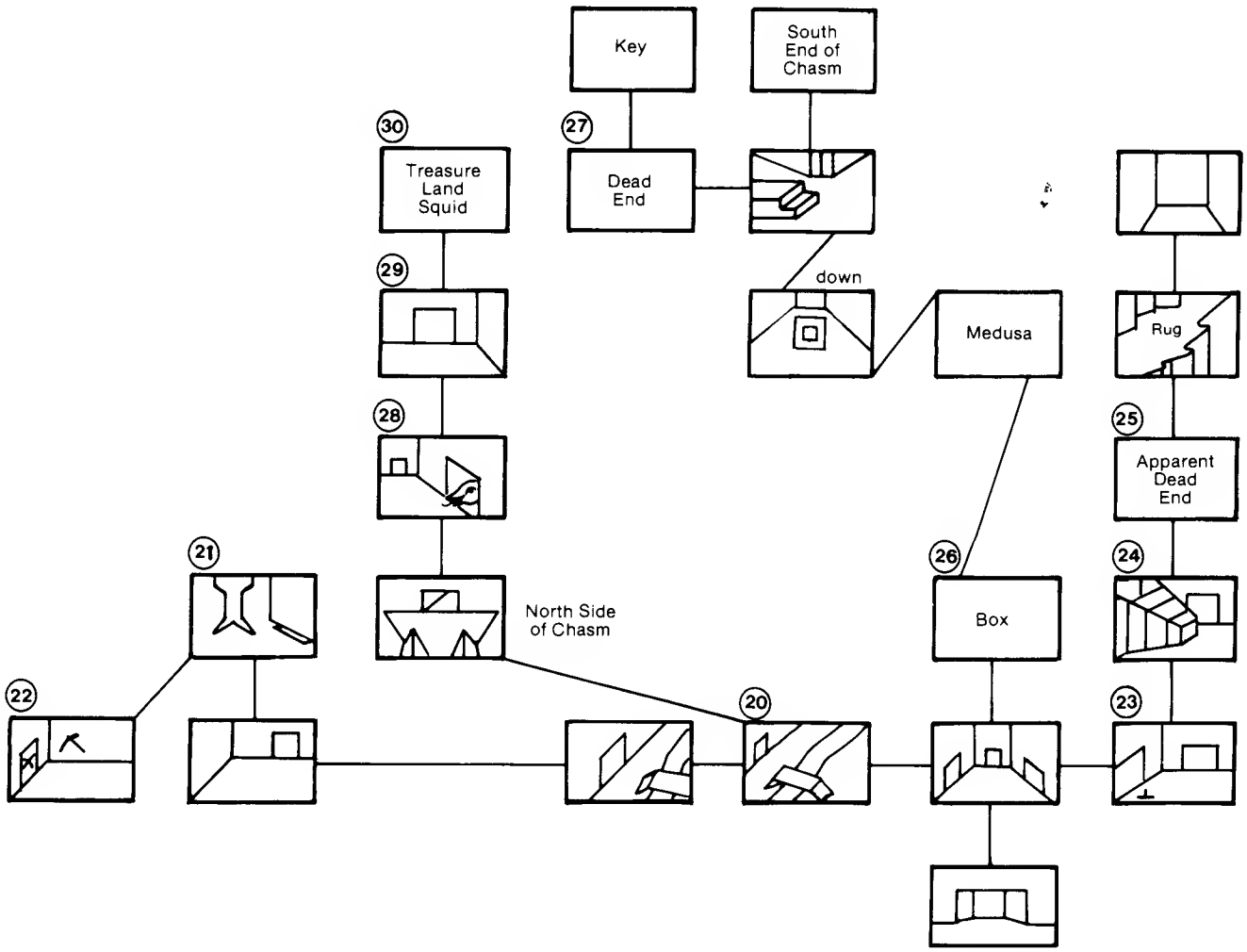
Description:

You enter and explore a mansion which you have inherited, deal with its inhabitants, and find the treasure, which is in two parts. Once you find the first part of the treasure, you enter a Master's Game, made more difficult because it no longer allows you the save-game feature and essentially limits the number of moves available to you.

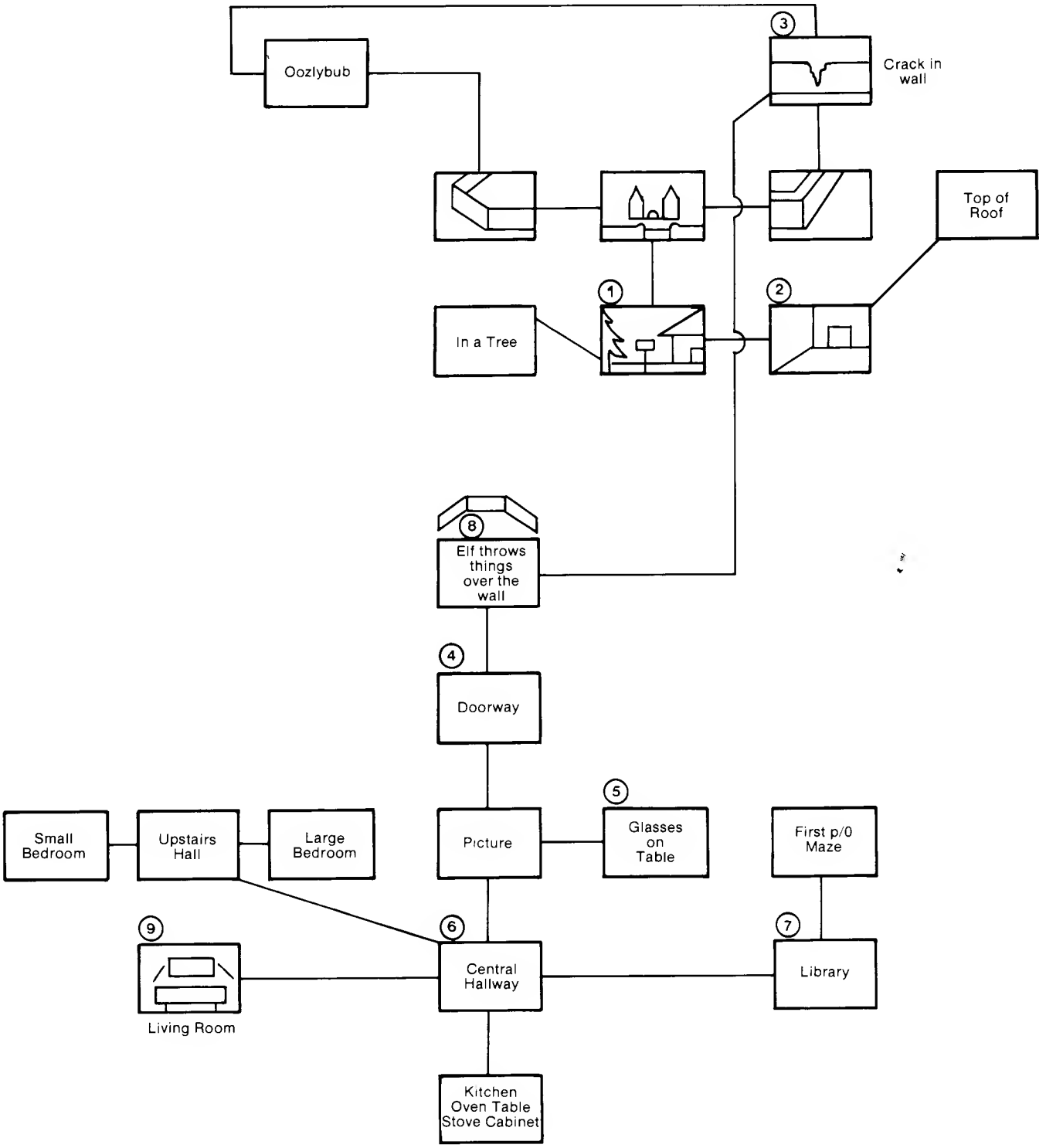
Playability:

A few interesting animation sequences and challenging portions. Adult adventurers may become bored quickly because of the limited vocabulary, but kids will find this game, written somewhat tongue-in-cheek, rather interesting.

Master Game

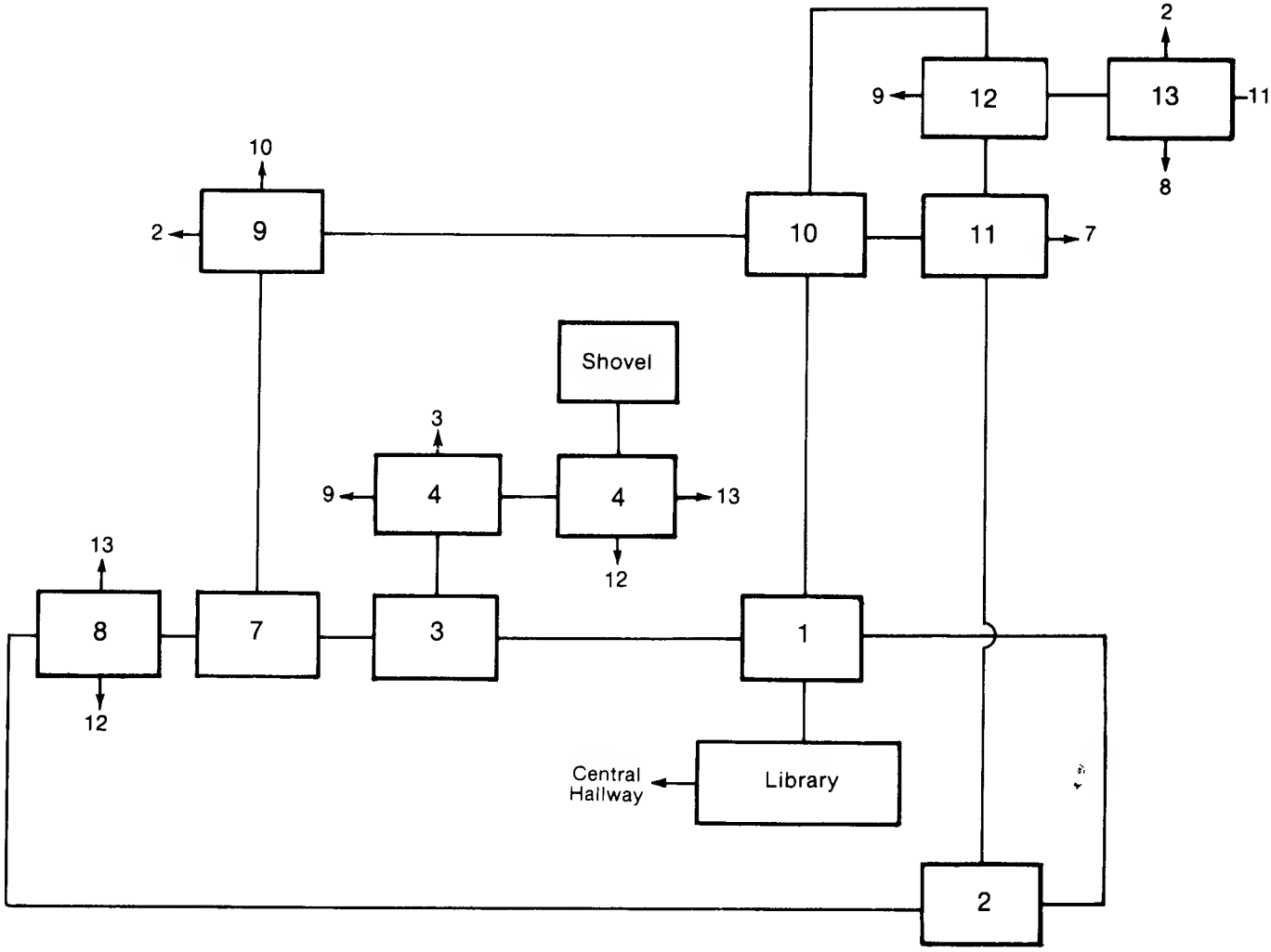


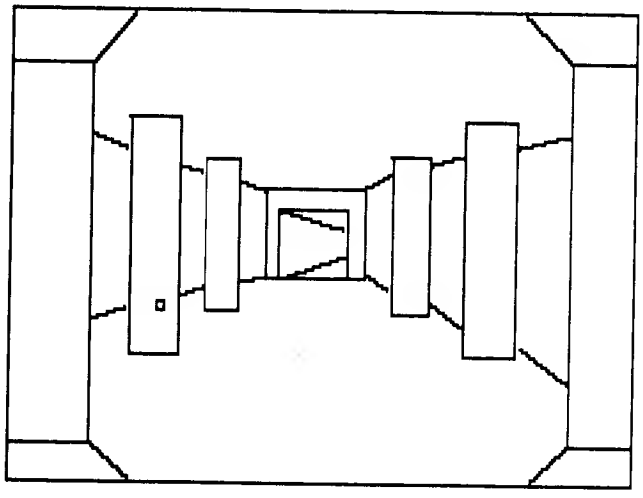
CREATURE VENTURE
Part 1

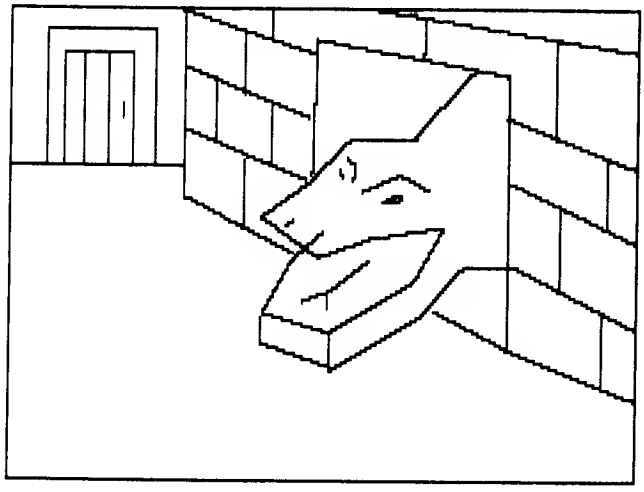


CREATURE VENTURE

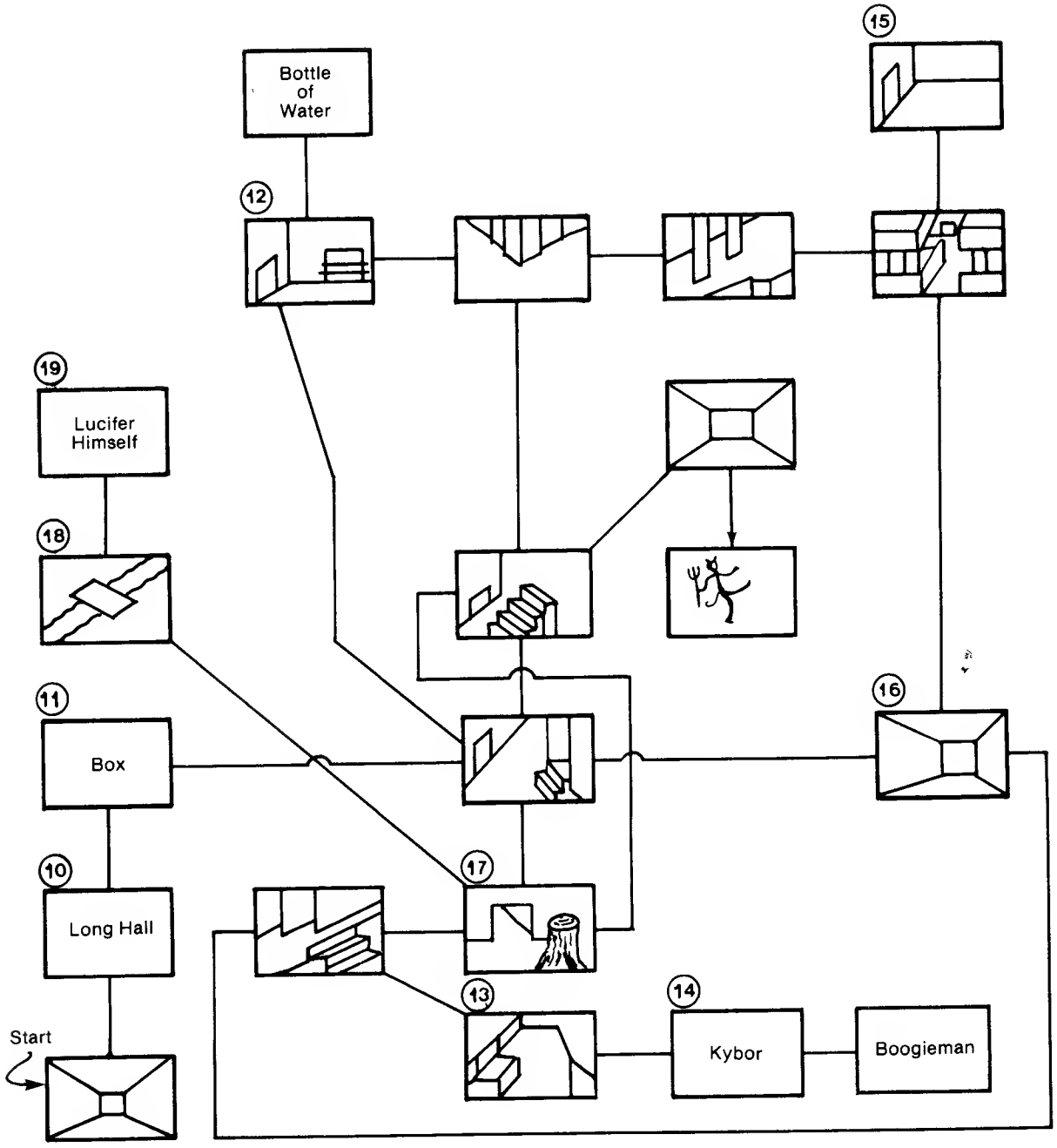
Maze



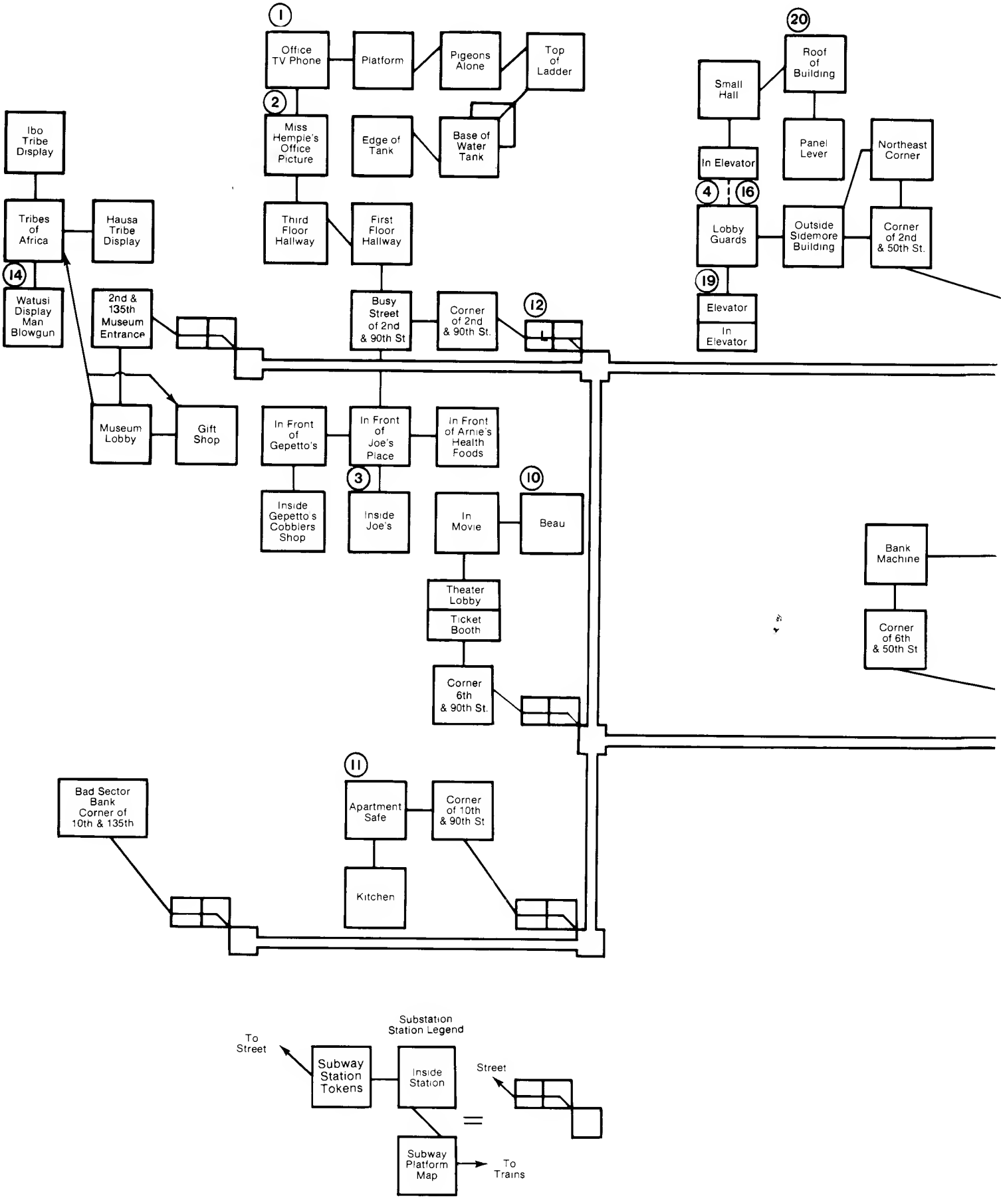




CREATURE VENTURE
Part 2



CRIME STOPPER



CRIME STOPPER

Company: Hayden Software

Suggested Retail: $34.95

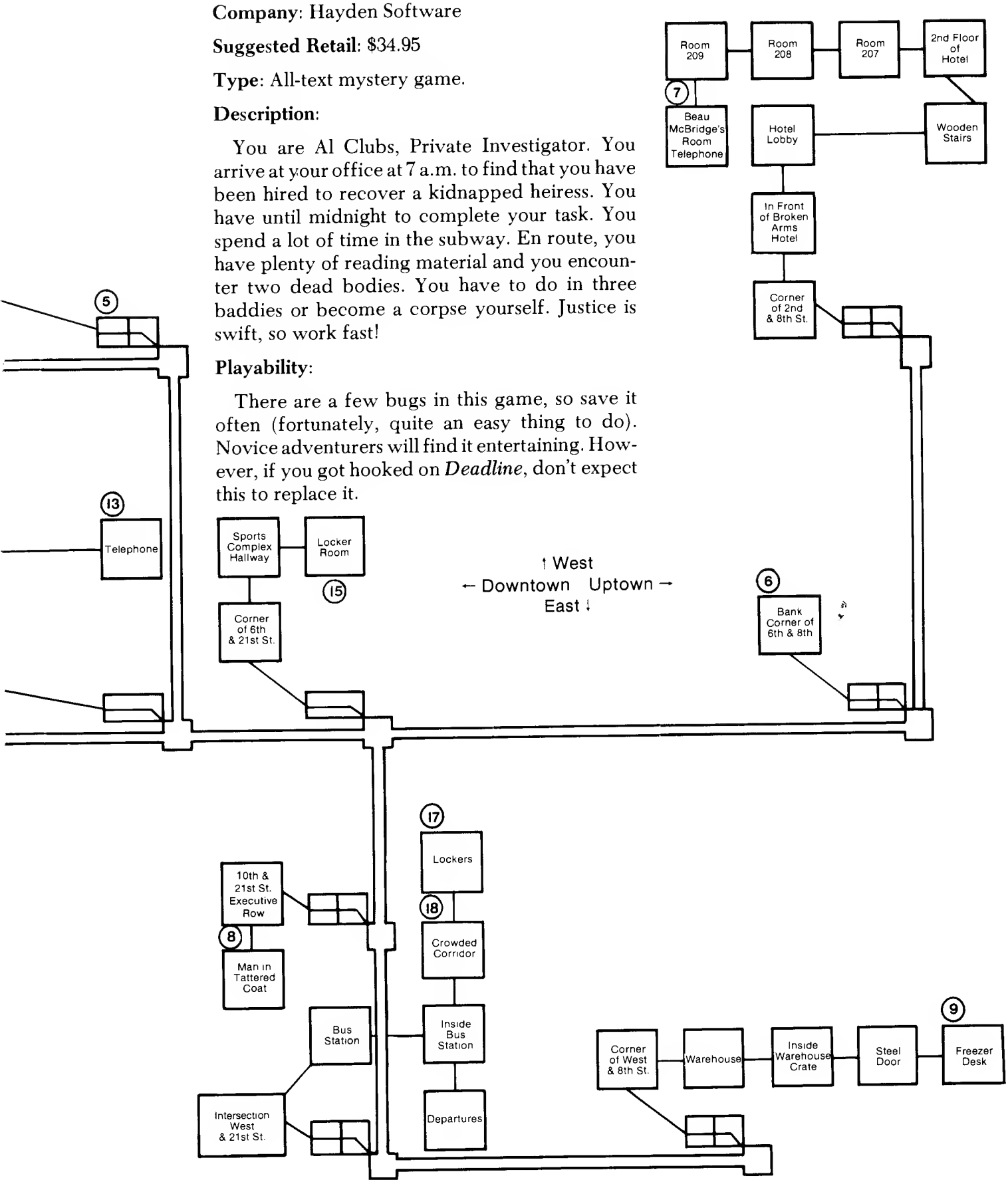
Type: All-text mystery game.

Description:

You are Al Clubs, Private Investigator. You arrive at your office at 7 a.m. to find that you have been hired to recover a kidnapped heiress. You have until midnight to complete your task. You spend a lot of time in the subway. En route, you have plenty of reading material and you encounter two dead bodies. You have to do in three baddies or become a corpse yourself. Justice is swift, so work fast!

Playability:

There are a few bugs in this game, so save it often (fortunately, quite an easy thing to do). Novice adventurers will find it entertaining. However, if you got hooked on *Deadline*, don't expect this to replace it.



CRYPT OF MEDEA

Company: Sir-Tech Software, Inc.

Suggested Retail: $34.95

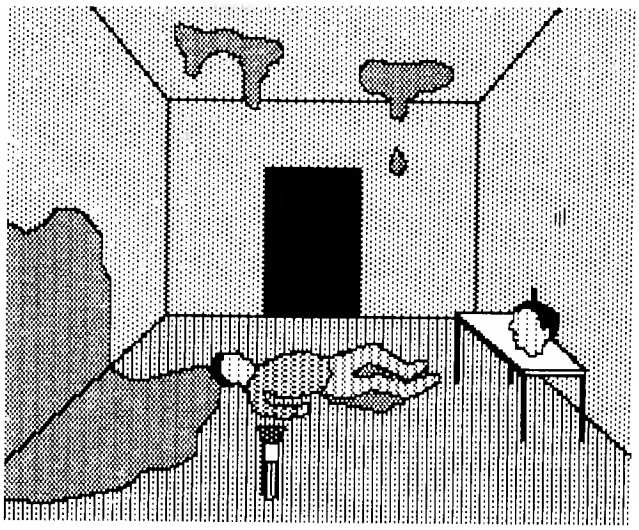
Type: Hi-Res adventure with color graphics.

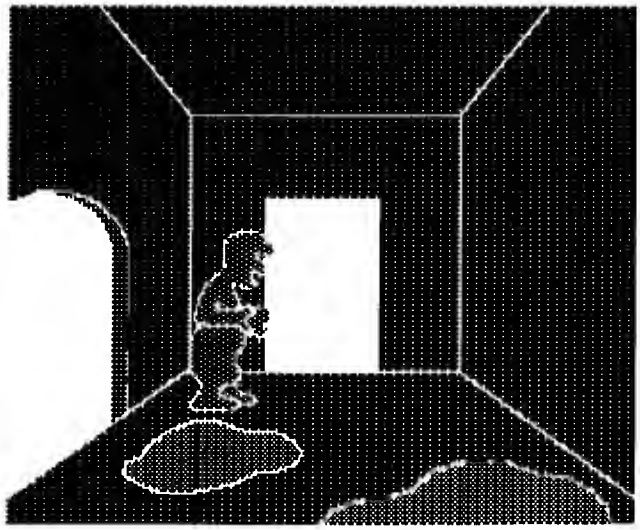
Description:

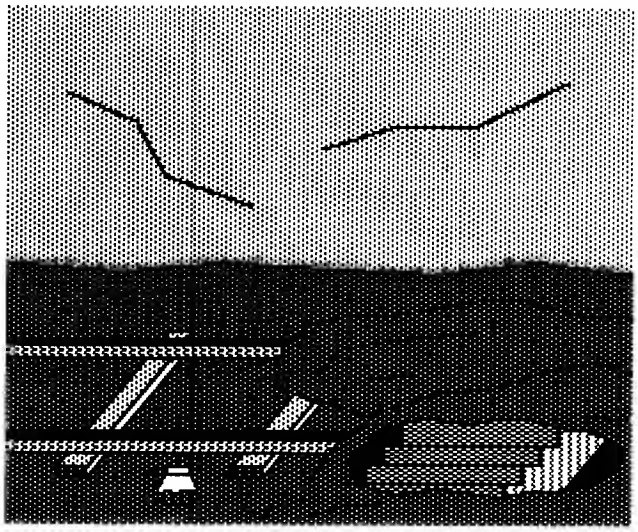
A humorless and gruesome game, full of blood, gore, and little else. You find yourself in an underground mausoleum; your mission is simply to escape. Decapitated corpses, flea-infested dogs (dead, naturally), vats full of body pieces, and mutants stand in your way. I can't say much good about this game, either from the standpoint of its design or implementation.

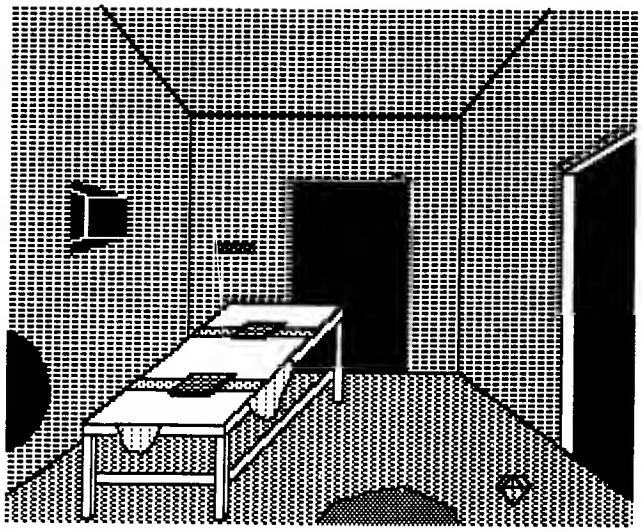
Playability:

This game does not suit children because of its unnecessary use of violence and horror. The graphics and text are rather insipid. Nonetheless, the difficulty factor is relatively high, partly because of the atrocious vocabulary and partly because of the lack of logic associated with the puzzles.

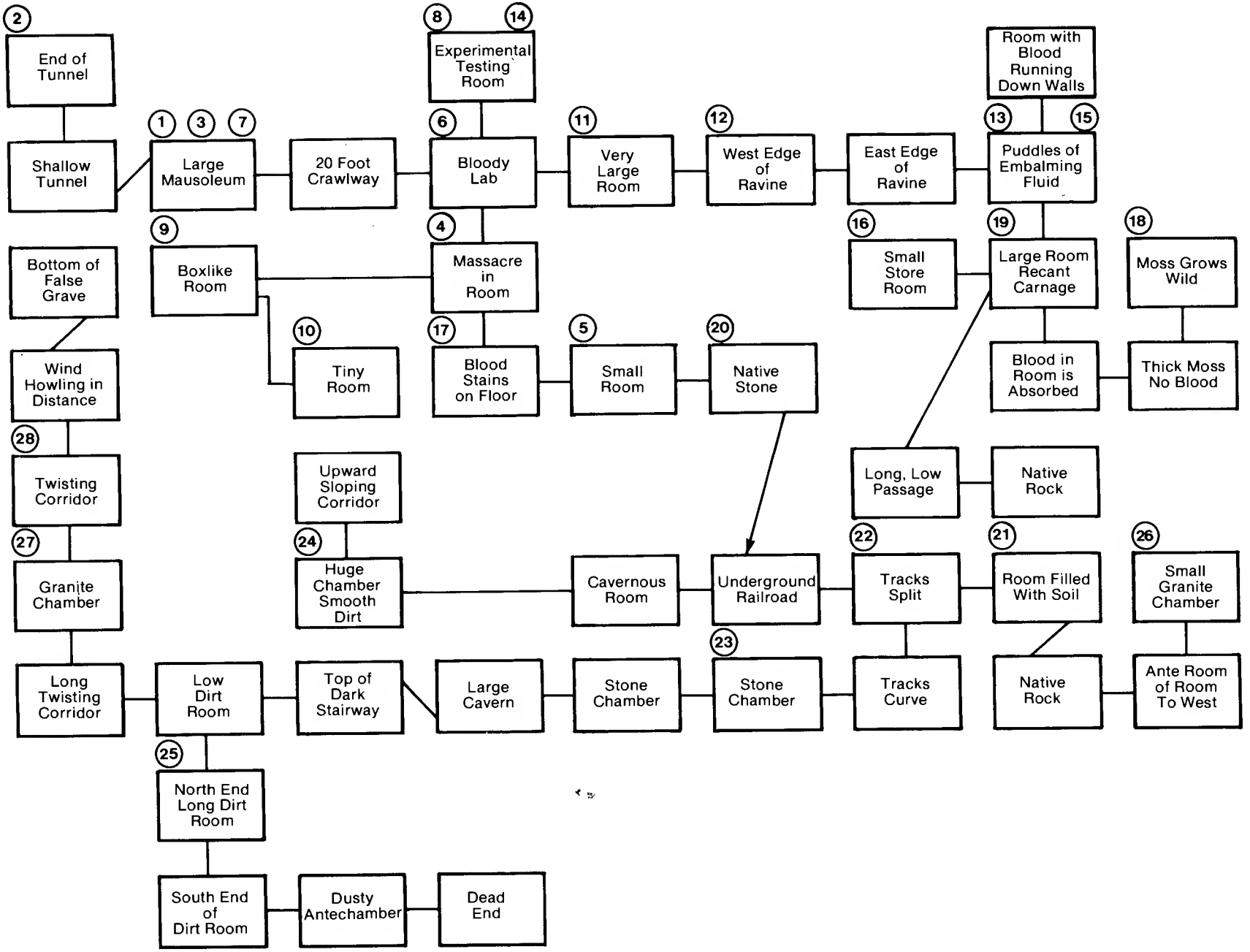


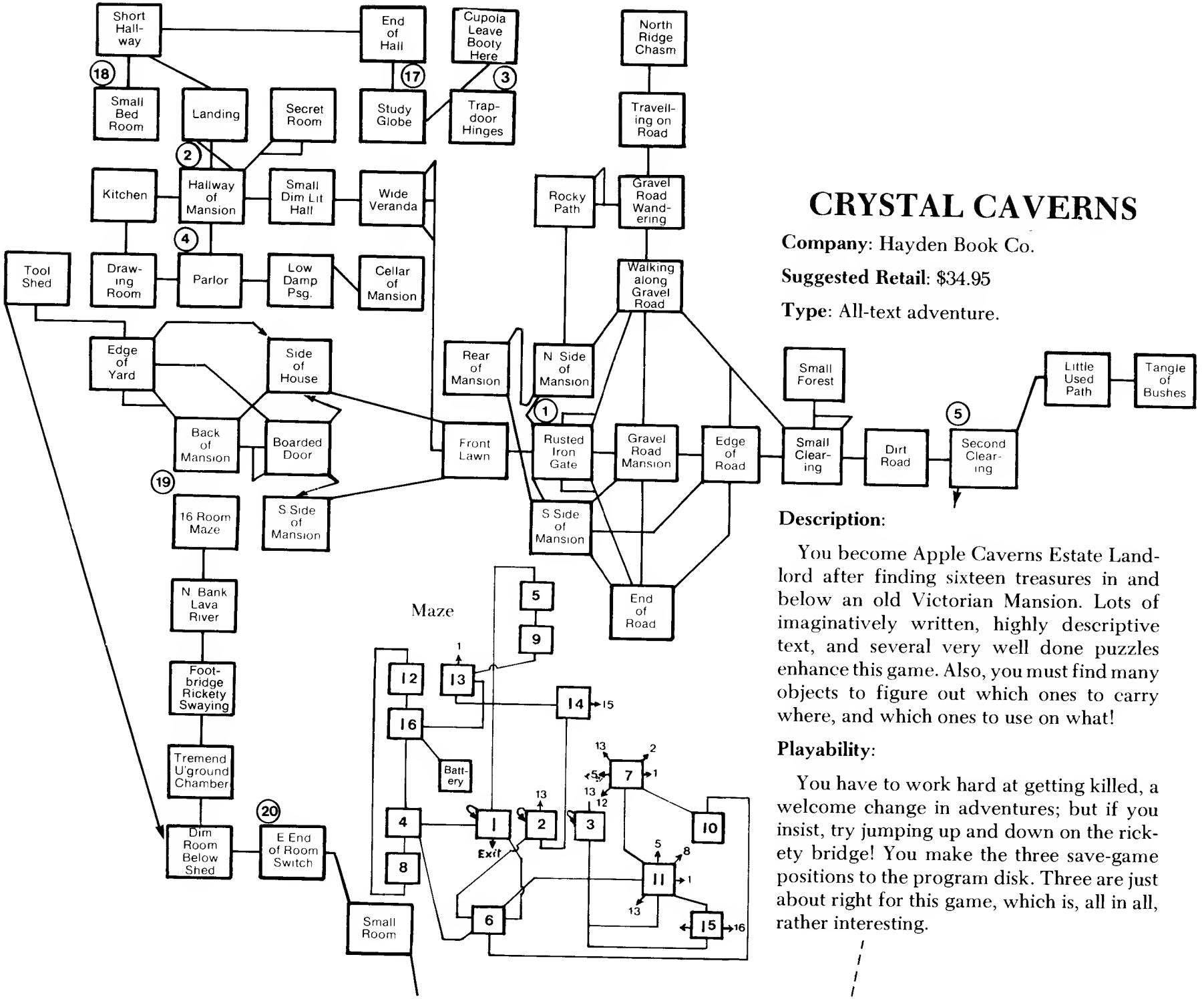






CRYPT OF MEDEA





CRYSTAL CAVERNS

Company: Hayden Book Co.

Suggested Retail: $34.95

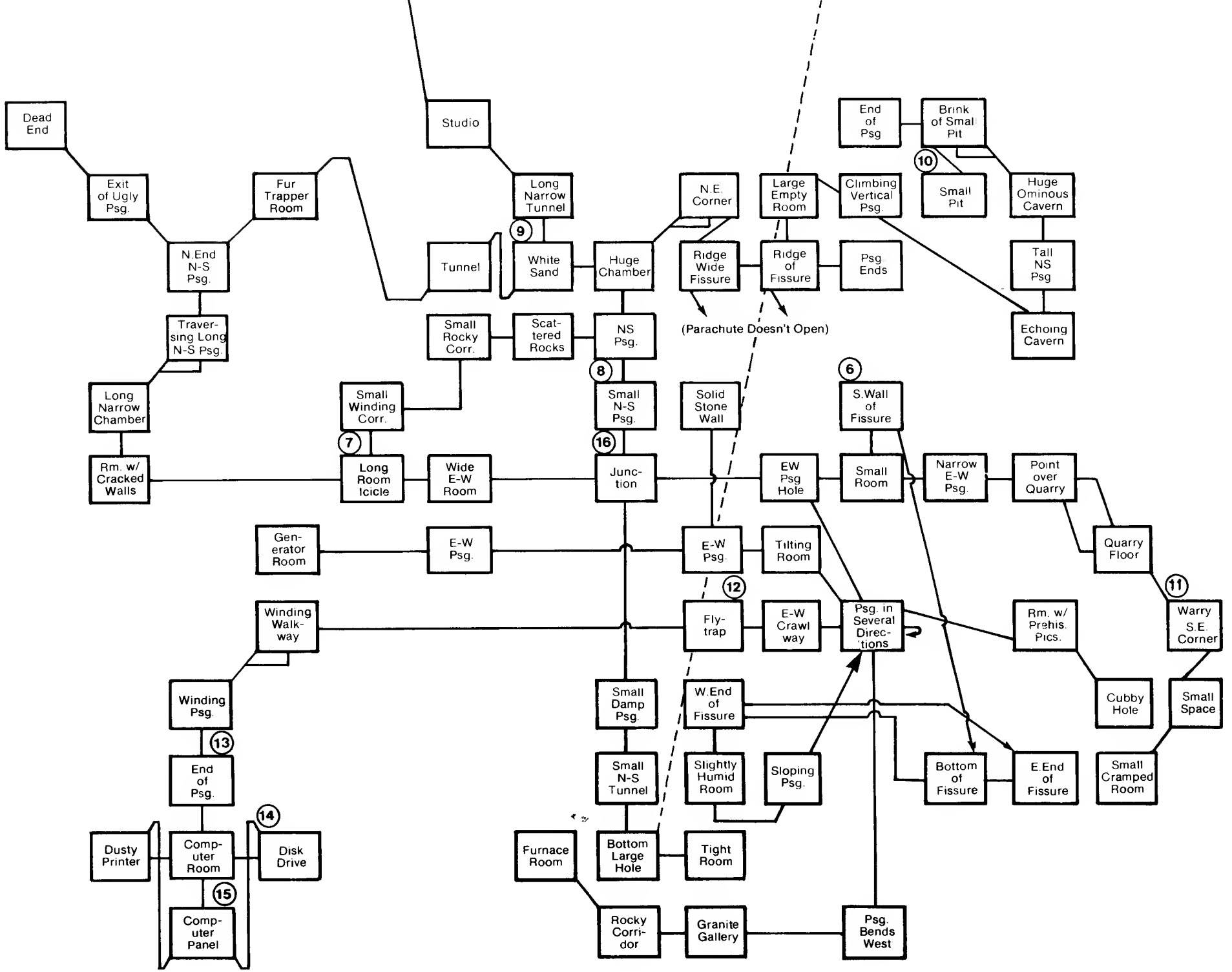
Type: All-text adventure.

Description:

You become Apple Caverns Estate Landlord after finding sixteen treasures in and below an old Victorian Mansion. Lots of imaginatively written, highly descriptive text, and several very well done puzzles enhance this game. Also, you must find many objects to figure out which ones to carry where, and which ones to use on what!

Playability:

You have to work hard at getting killed, a welcome change in adventures; but if you insist, try jumping up and down on the rickety bridge! You make the three save-game positions to the program disk. Three are just about right for this game, which is, all in all, rather interesting.


Dead End
Exit of Ugly Psg.
Fur Trapper Room
N.End N-S Psg.
Traver-sing Long N-S Psg.
Long Narrow Chamber
Rm. w/ Cracked Walls
Studio
Long Narrow Tunnel
Tunnel
9
White Sand
Huge Chamber
N.E. Corner
Ridge Wide Fissure
Ridge of Fissure
Psg. Ends
End of Psg
Brink of Small Pit
10
Small Pit
Large Empty Room
Climbing Vertical Psg.
Huge Ominous Cavern
Tall NS Psg
Echoing Cavern
(Parachute Doesn't Open)
Small Rocky Corr.
Scat-tered Rocks
NS Psg.
8
Small N-S Psg.
Small Winding Corr.
7
Long Room Icicle
Wide E-W Room
16
Junc-tion
Solid Stone Wall
6
S.Wall of Fissure
EW Psg Hole
Small Room
Narrow E-W Psg.
Point over Quarry
Quarry Floor
11
Warry S.E. Corner
Small Space
Gen-erator Room
E-W Psg.
E-W Psg.
Tilting Room
12
Fly-trap
E-W Crawl way
Psg. in Several Direc-tions
Rm. w/ Prehis. Pics.
Cubby Hole
Winding Walk-way
Winding Psg.
13
End of Psg.
14
Dusty Printer
Comp-uter Room
Disk Drive
15
Comp-uter Panel
Small Damp Psg.
W.End of Fissure
Small N-S Tunnel
Slightly Humid Room
Sloping Psg.
Bottom of Fissure
E.End of Fissure
Small Cramped Room
Furnace Room
Bottom Large Hole
Tight Room
Rocky Corri-dor
Granite Gallery
Psg. Bends West

CURSE OF CROWLEY MANOR

Company: Adventure International

Suggested Retail: $29.95

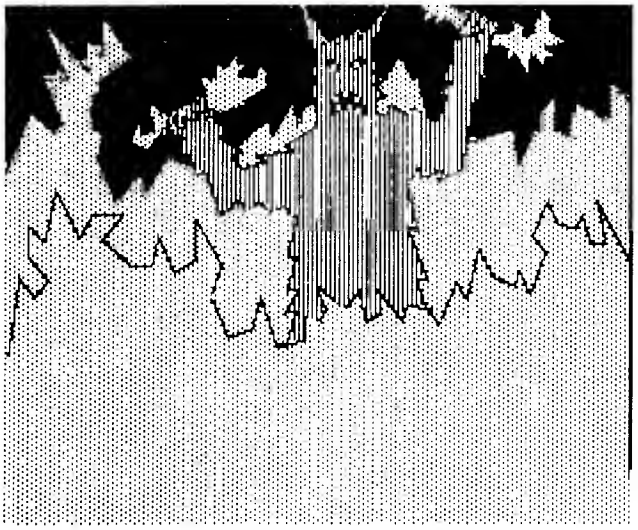
Type: Hi-Res mystery with color graphics.

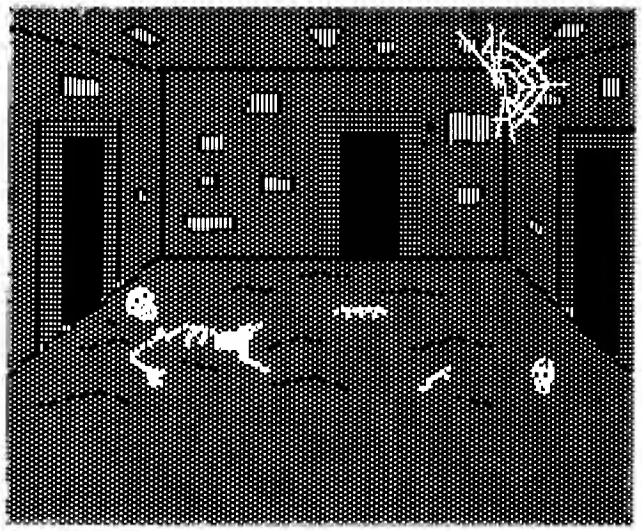
Description:

As Inspector Black, you start in your Scotland Yard office (which you cannot leave until the phone rings). An officer (later found gruesomely mutilated) summons you to Crowley Manor to investigate the murder of Lord Crowley. The balance of the game proves equally gruesome, but the ending is interesting and well done.

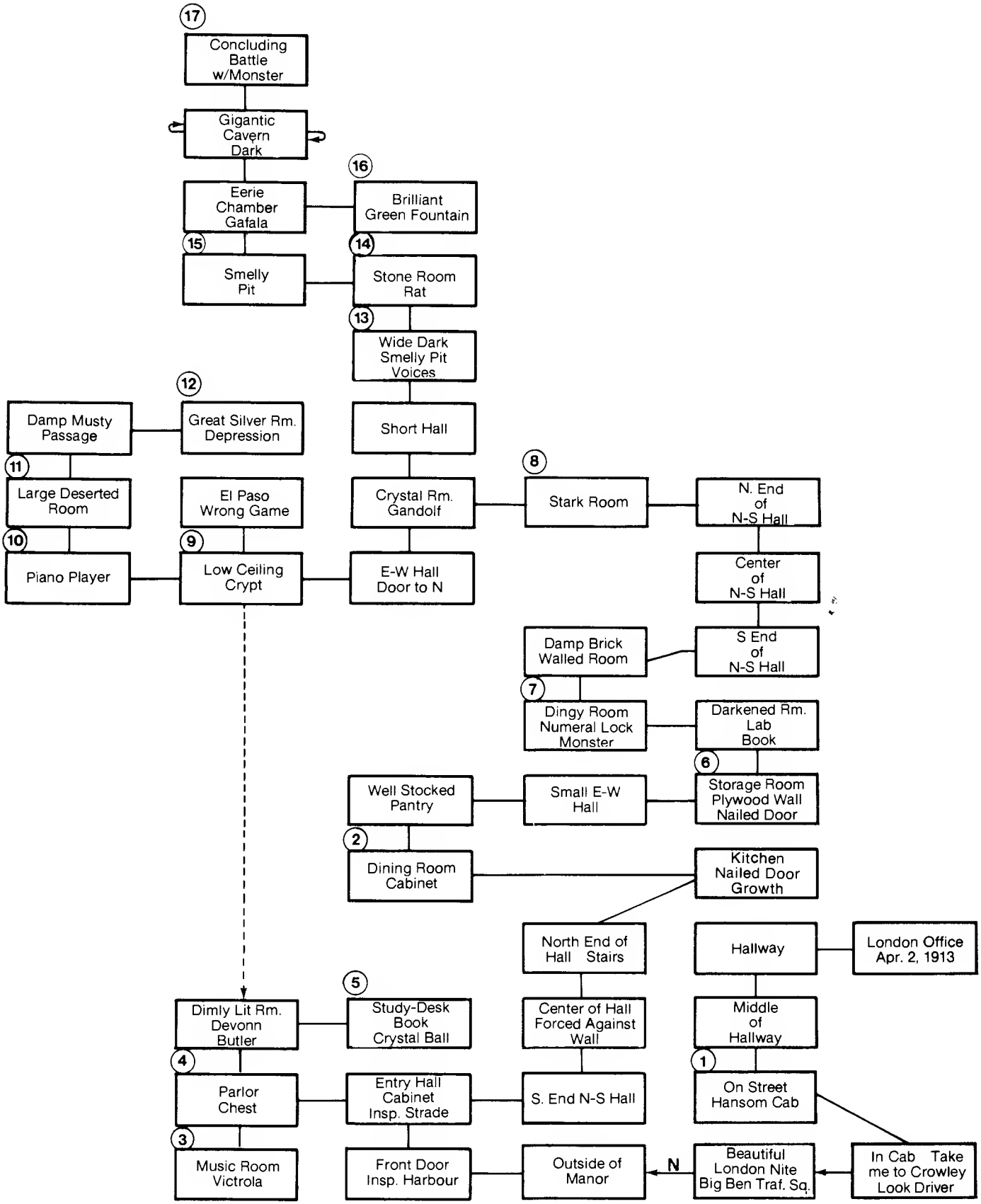
Playability:

You will find it all too easy to get stuck at one location in this guessing game, looking for the right word combination in a full sentence command. Quite often, otherwise insurmountable obstacles simply disappear if you happen to be carrying the proper object, so be sure to look everywhere.

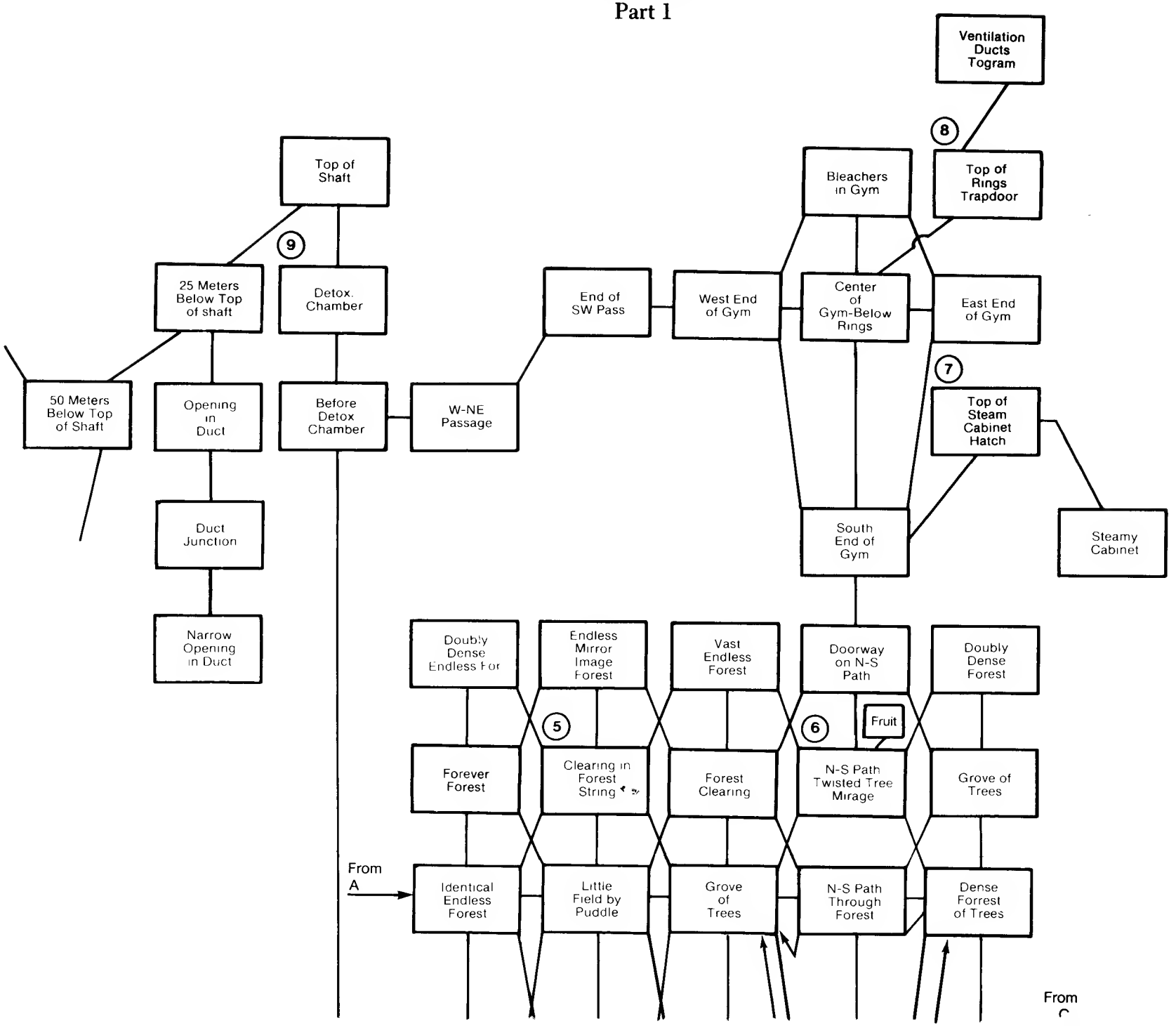


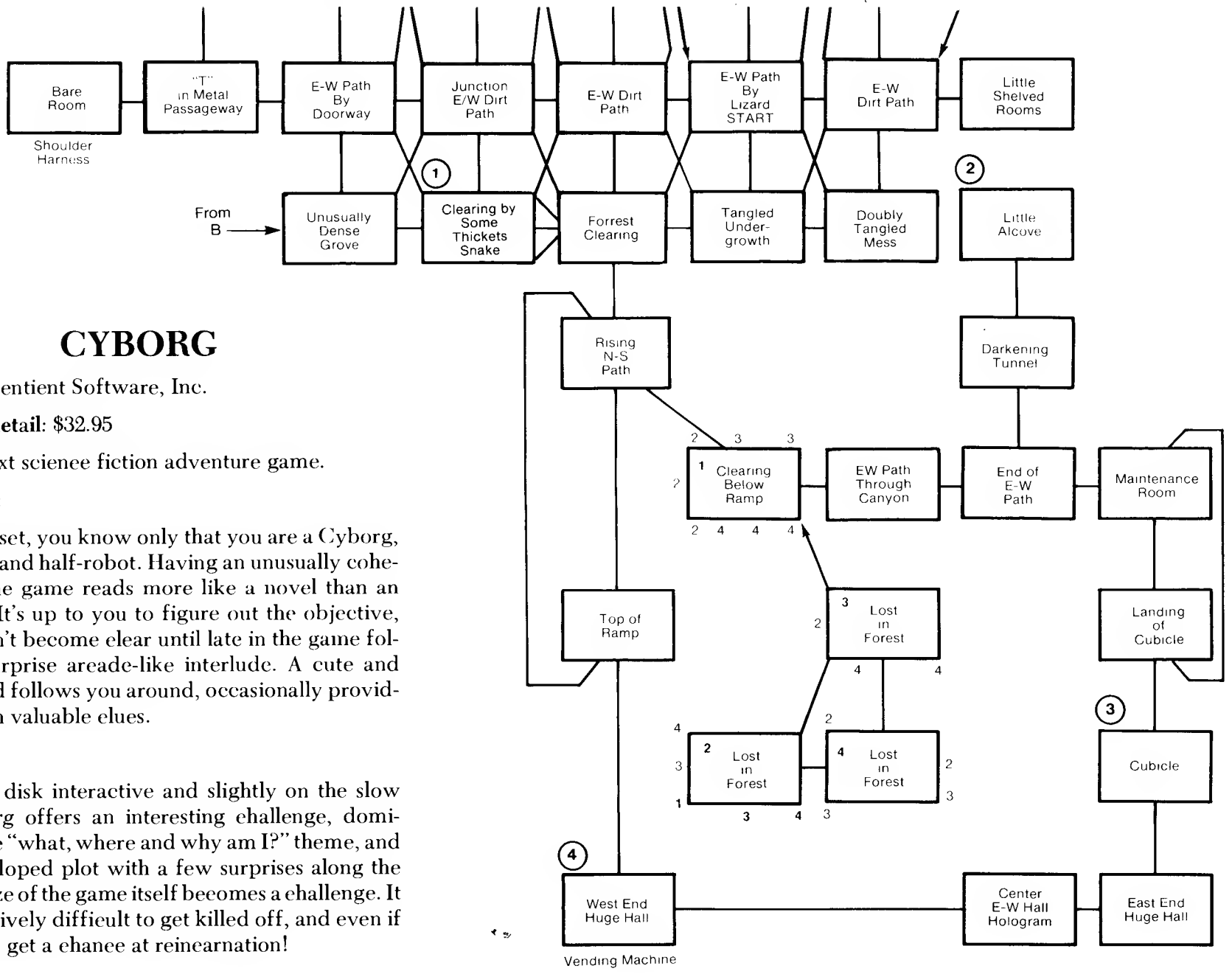


THE CURSE OF CROWLEY MANOR



CYBORG
Part 1





CYBORG

Company: Sentient Software, Inc.

Suggested Retail: $32.95

Type: All-text scienee fiction adventure game.

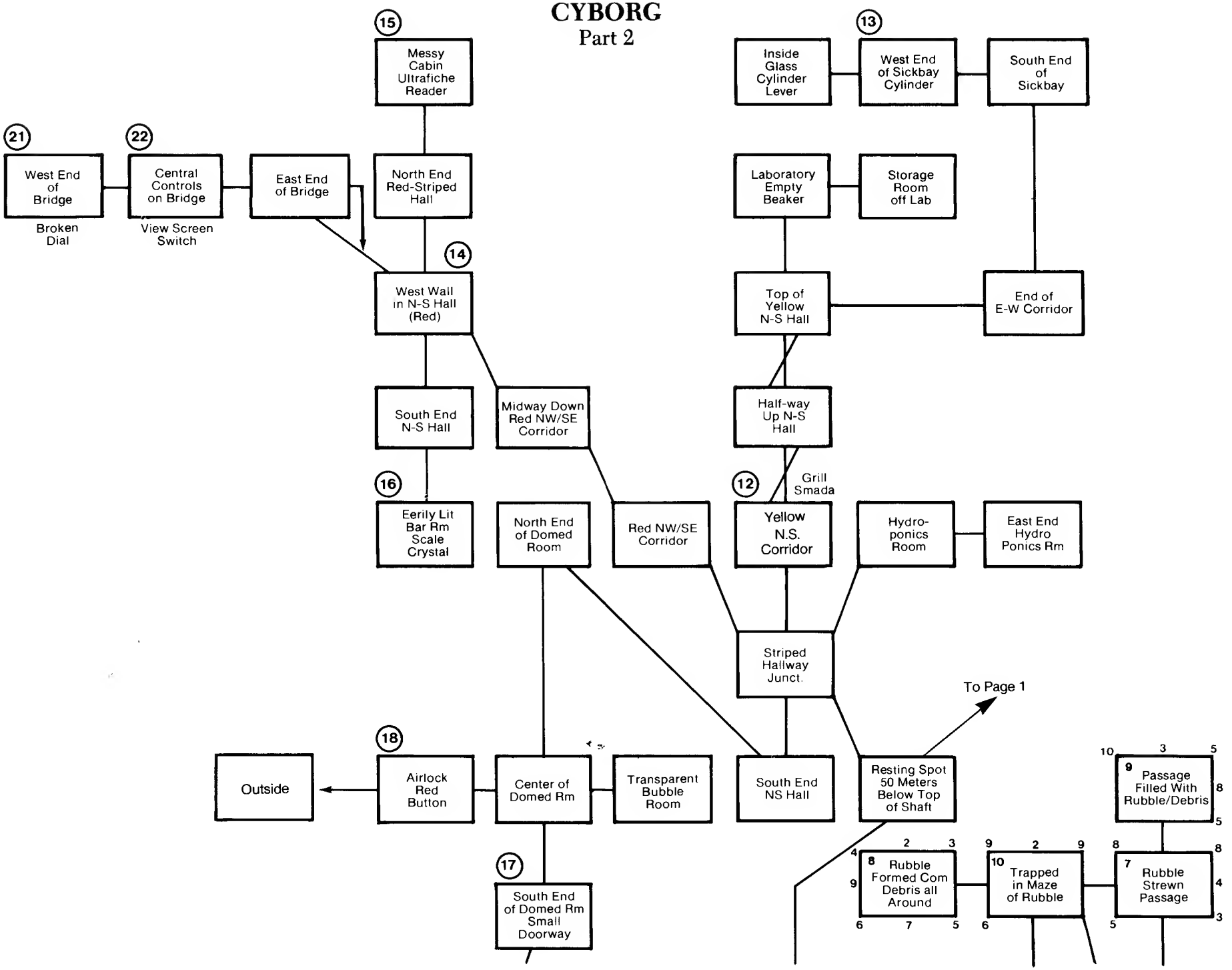
Description:

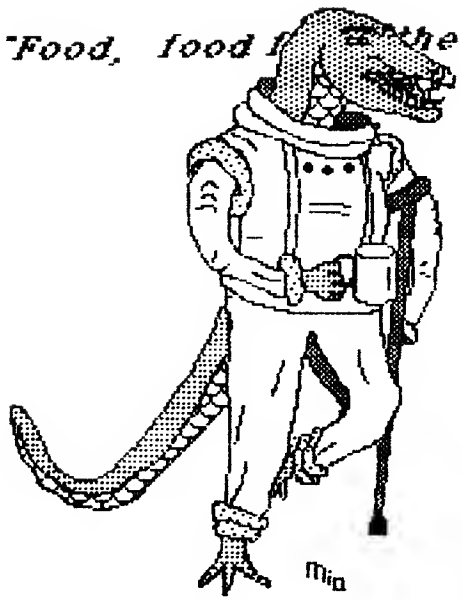
At the outset, you know only that you are a Cyborg, half-human and half-robot. Having an unusually cohesive plot, the game reads more like a novel than an adventure. It's up to you to figure out the objective, whieh doesn't become elear until late in the game following a surprise areade-like interlude. A cute and elever Droid follows you around, occasionally providing you with valuable elues.

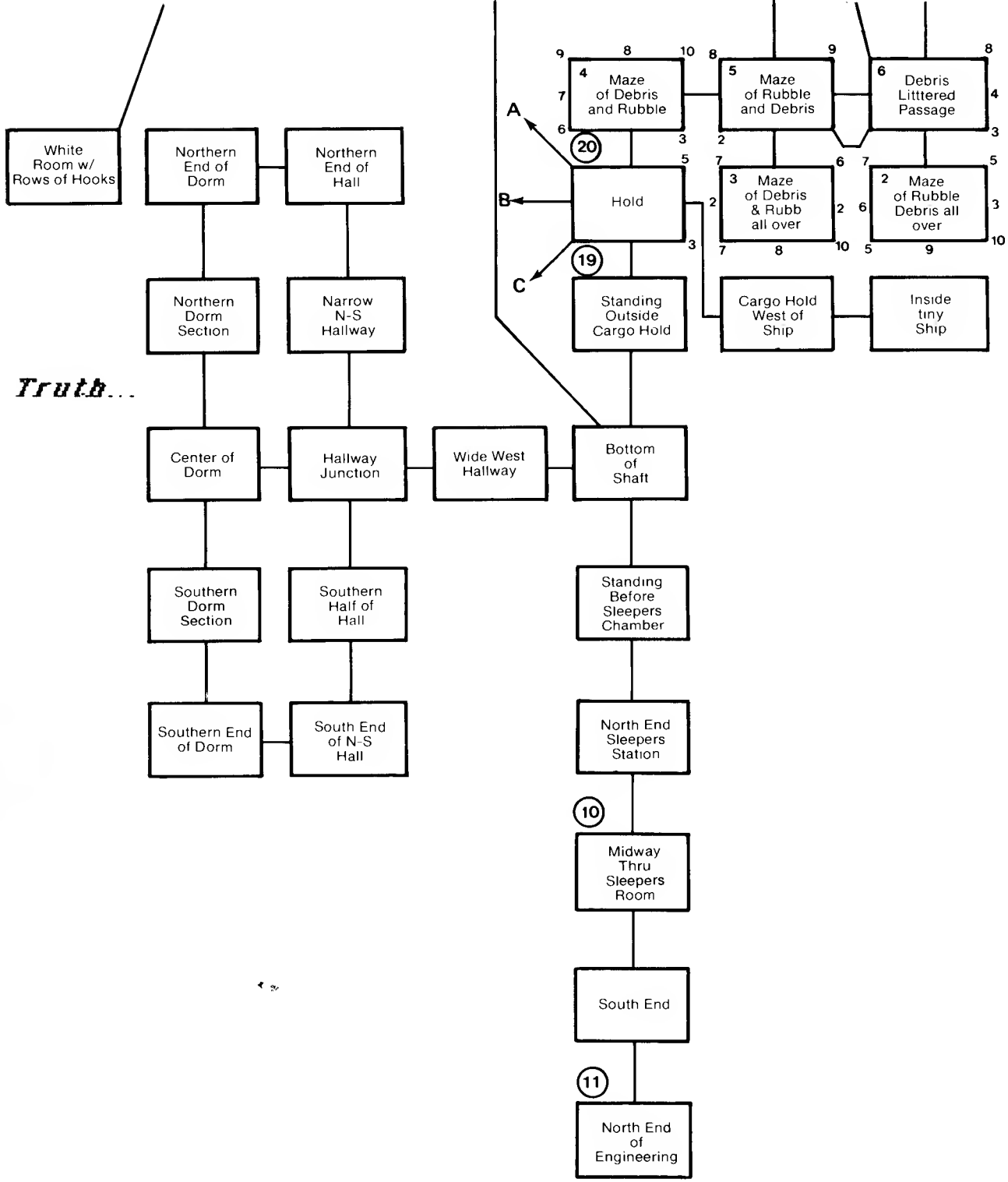
Playability:

Although disk interactive and slightly on the slow side, *Cyborg* offers an interesting ehallenge, dominated by the "what, where and why am I?" theme, and a well-developed plot with a few surprises along the way. The size of the game itself beeomes a ehallenge. It proves relatively diffieult to get killed off, and even if you do, you get a ehanee at reinearnation!

CYBORG
Part 2




"Food, food f the Truth...
Mia


White Room w/ Rows of Hooks
Northern End of Dorm
Northern End of Hall
Northern Dorm Section
Narrow N-S Hallway
Center of Dorm
Hallway Junction
Wide West Hallway
Bottom of Shaft
Southern Dorm Section
Southern Half of Hall
Southern End of Dorm
South End of N-S Hall
Standing Before Sleepers Chamber
North End Sleepers Station
10
Midway Thru Sleepers Room
South End
11
North End of Engineering
A
B
C
20
19
Hold
Standing Outside Cargo Hold
Maze of Debris and Rubble
Maze of Rubble and Debris
Debris Litttered Passage
Maze of Debris & Rubb all over
Maze of Rubble Debris all over
Cargo Hold West of Ship
Inside tiny Ship

DARK CRYSTAL

Company: Sierra On-Line Systems

Suggested Retail: $39.95

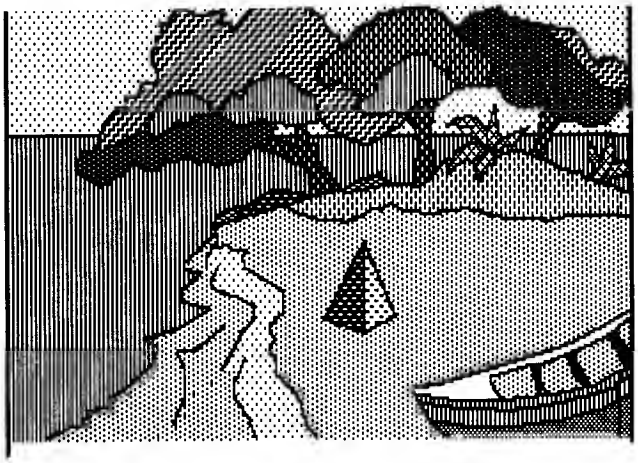
Type: Hi-Res fantasy adventure, the sixth in the Roberta Williams series, with color graphics.

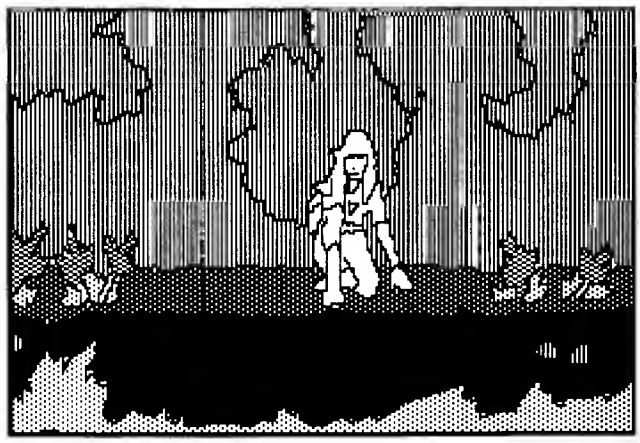
Description:

Jen, our Gelfling hero, is your alter ego. You control his actions in his quest to find and replace the missing shard of the Great Crystal, a deed which must take place at the instant of the triple conjunction of the Three Suns. The great prophecy states that only a Gelfling can accomplish this task, and Jen is one of only two who escaped the slaughter of his race by the evil Skeksis. Failure means that the Skeksis and their robot-like killers, the Garthim, will control the world forever. Success means both the end of their rule and a return to peaceful harmony in the world of the Gelfling and Pod people. If Jen succeeds, he will live happily ever after with Kira, the female Gelfling, who appears halfway through the game.

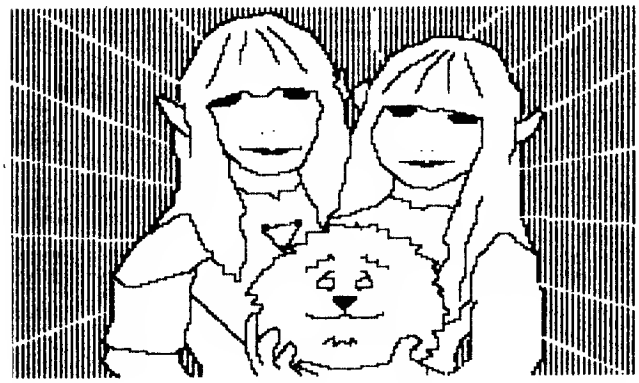
Playability:

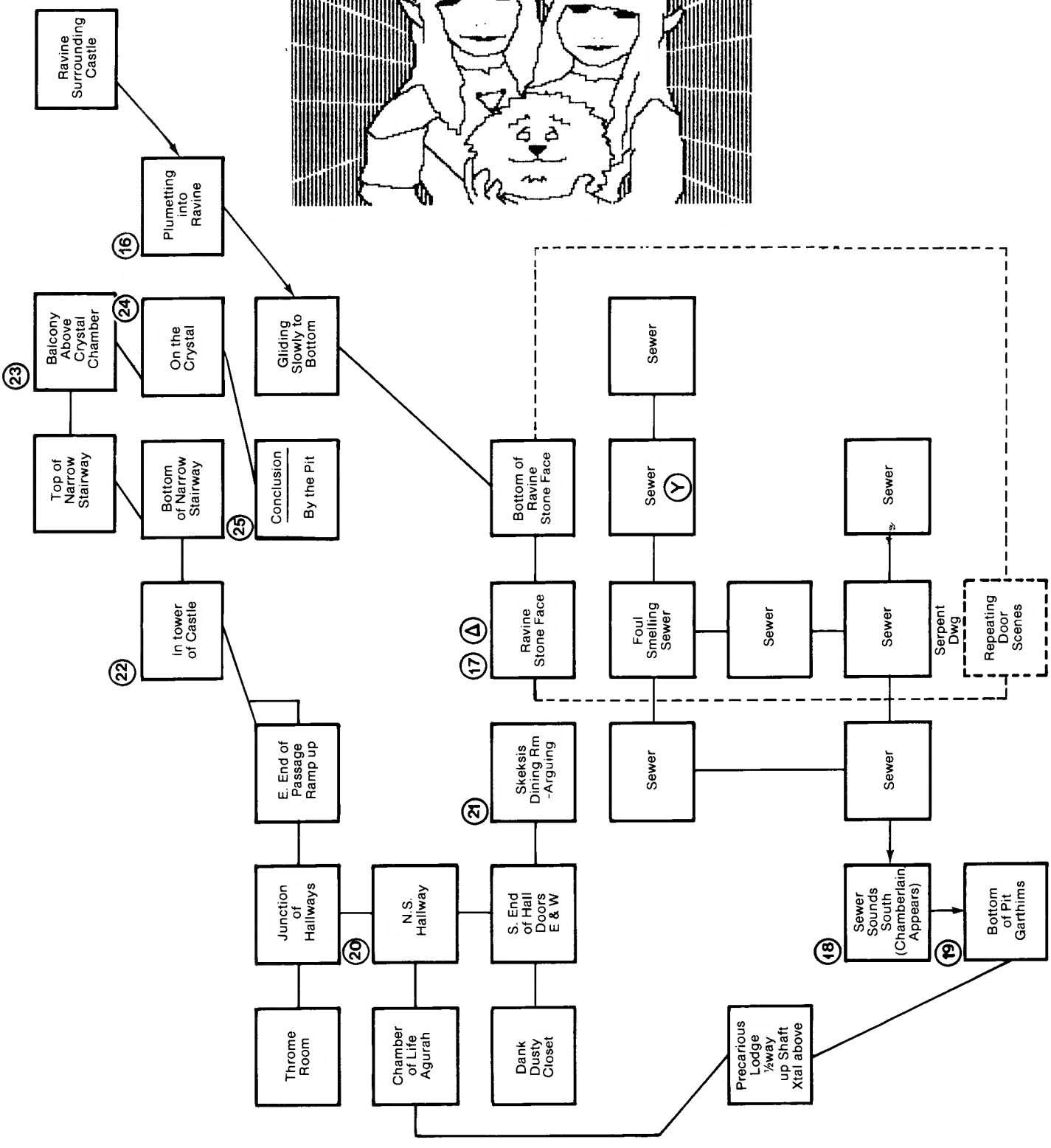
The game is based on and faithful to the movie of the same name, but having seen the movie is neither a help nor a hindrance when playing the game. The graphics, although having large expanses of white, are beautifully detailed. Lighthearted and fun to play, the game anticipates your actions and commands. Easy enough for beginners and captivating enough for more experienced players.



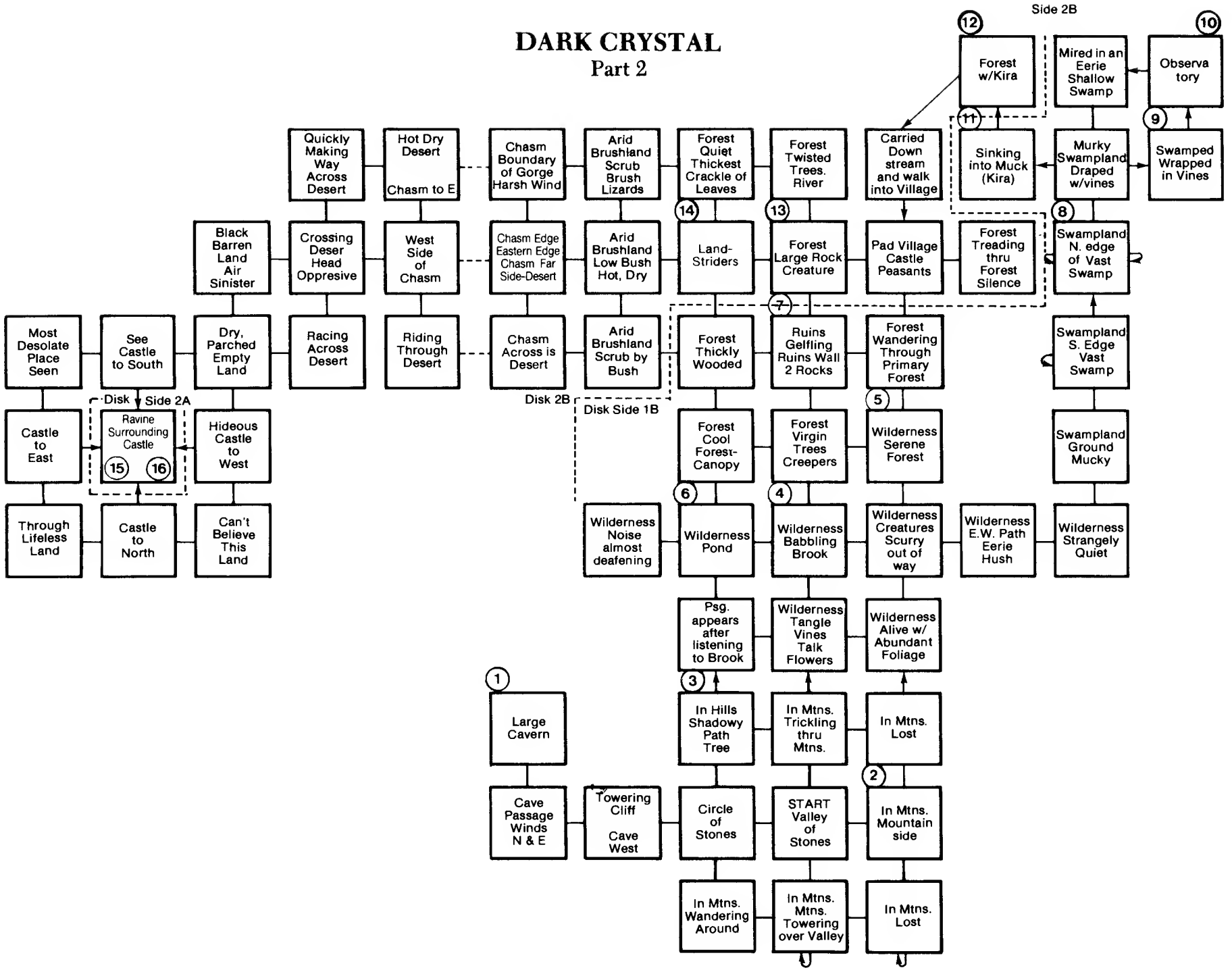


DARK CRYSTAL





DARK CRYSTAL
Part 2



DEADLINE

Company: Infocom, Inc.

Suggested Retail: $49.95

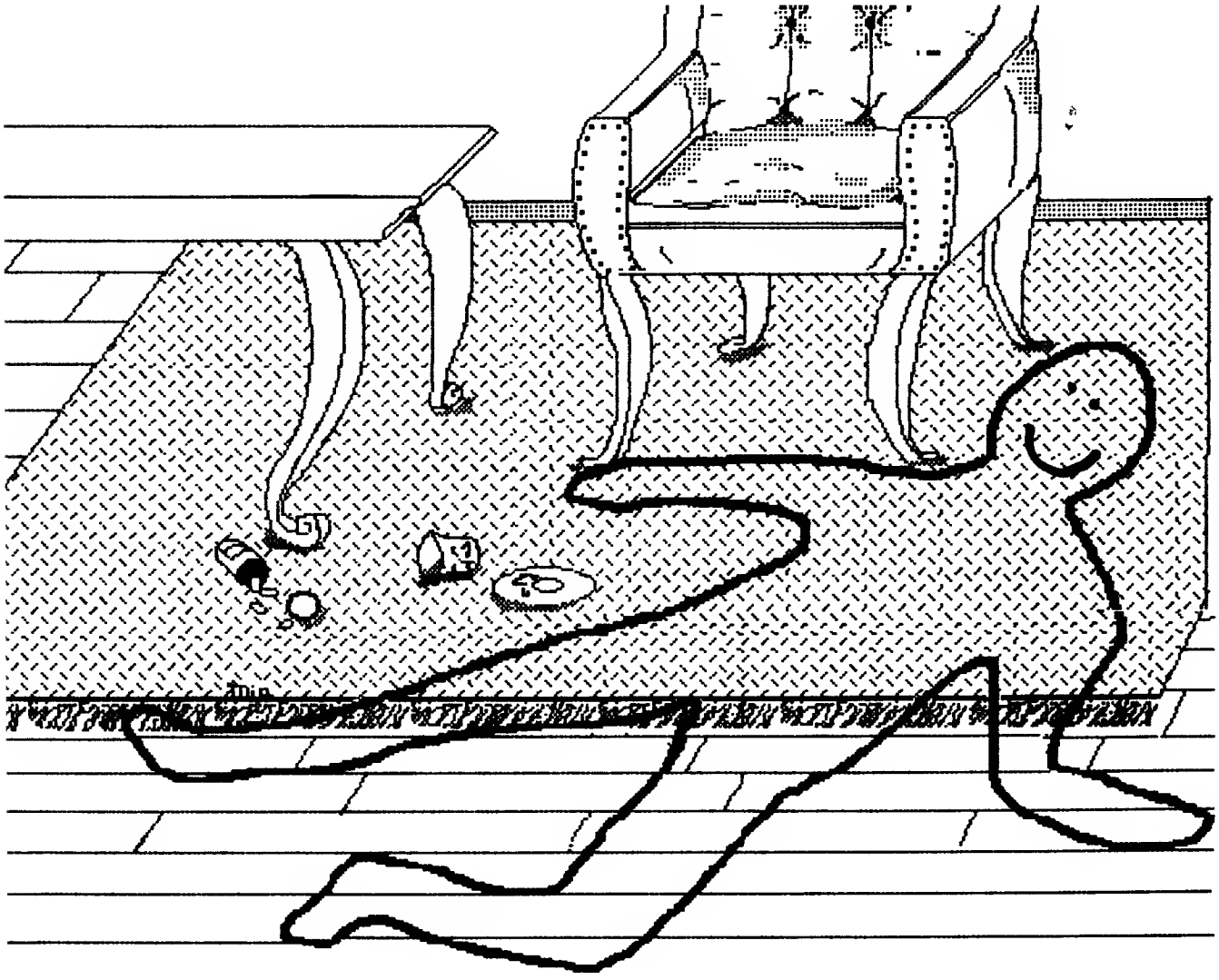
Type: The first of a series of all-text mystery adventures.

Description:

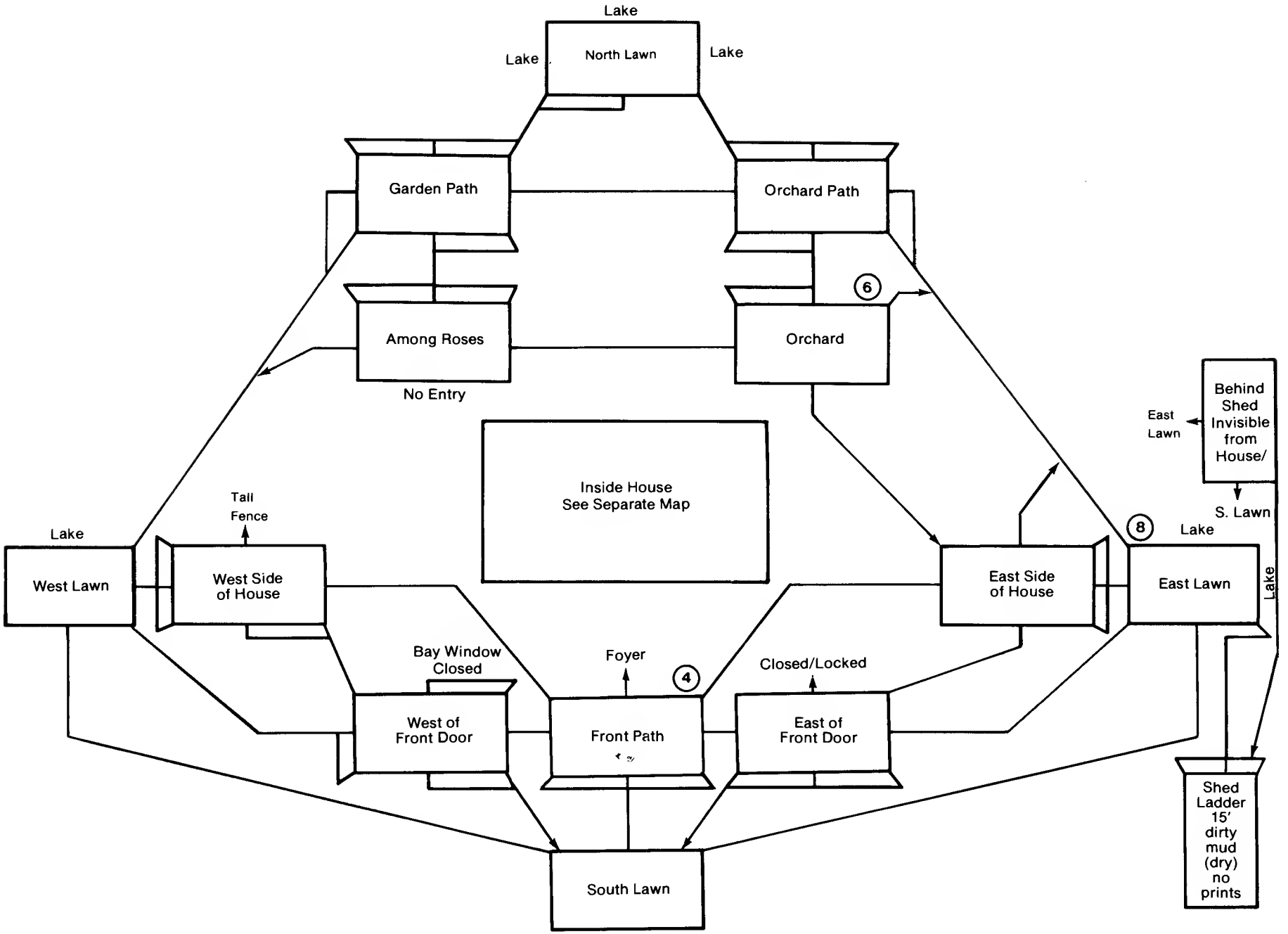
You, the Detective, are called upon to investigate the apparent suicide of a wealthy and philanthropic industrialist. You encounter no monsters or wizards, just seven characters you can talk to, question, or watch as they move about independently. You have twelve hours to unravel the mystery and arrest one or more of the four principal suspects. You will have to prove motive, opportunity, and means. There are twenty-five possible endings, ranging from dismissal by the Grand Jury to conviction by the Trial Jury. Some endings come with shocking suddenness; others give you clues for your next attempt at solving the mystery.

Playability:

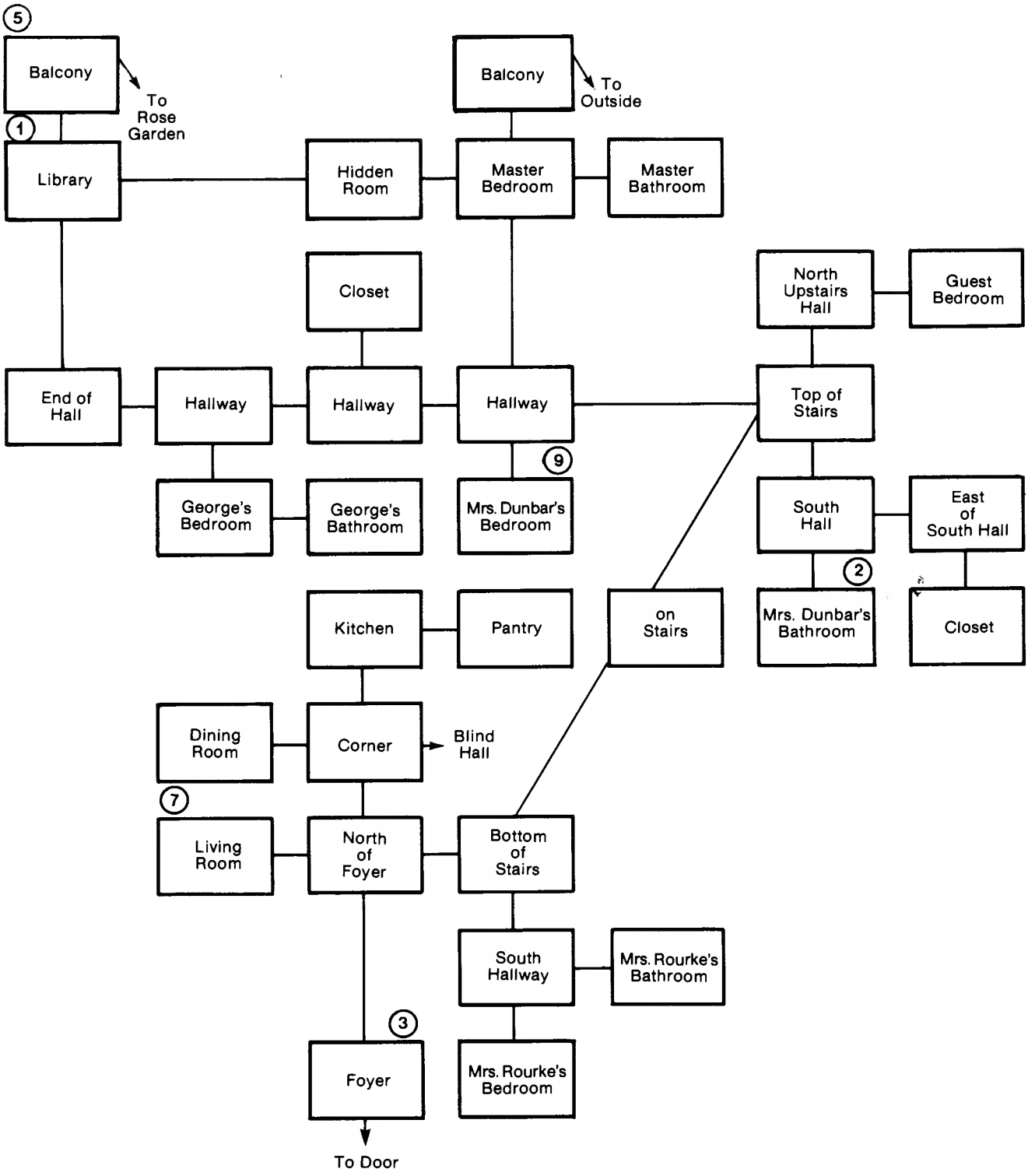
Totally engrossing. You feel as if pulled directly through the CRT and right into the mansion with the suspects. While the game offers a moderate difficulty level and number of puzzles, the convoluted puzzles demand interaction and one of them proves quite tough. This game requires considerably more deductive logic than adventures usually call for.



DEADLINE
Outside House



DEADLINE
Inside House



DEATH IN THE CARIBBEAN

Company: Micro Lab

Suggested Retail: $35.00

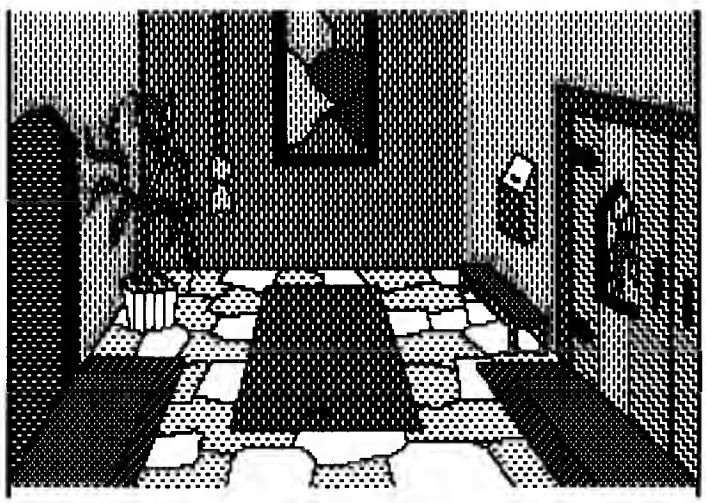
Type: Hi-Res adventure with color graphics.

Description:

You find yourself on an enchanting but dangerous Caribbean island, divided by a fast flowing river. You've come in search of buried treasure. Yes, it's here, but it will take a bit of doing as well as digging to get it. The graphics are very well done, sharply detailed and quick to fill. The puzzles offer moderate difficulty; some—in a sense—involve a play on words.

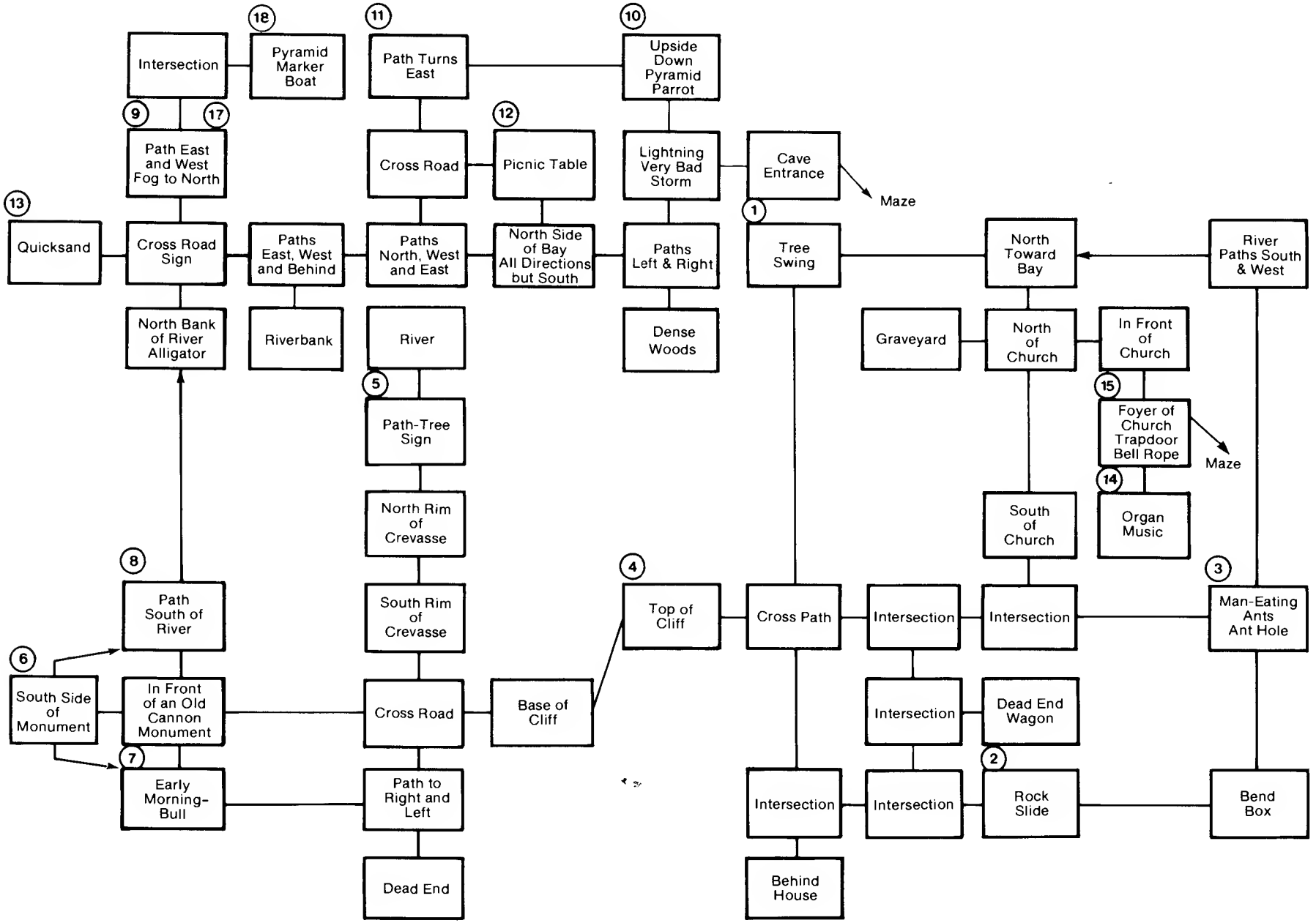
Playability:

A good, solid adventure. A little thin on the story-line and text, but nevertheless challenging. Playability would improve greatly if the game supported dual disk drives; as it stands, with two program sides you quite often find yourself flipping disks like hot cakes! The two-word parser has a limited vocabulary. Fortunately, the negatives are well balanced by some of the best red-herring puzzles yet encountered, some helpful magic, and a little cryptology.

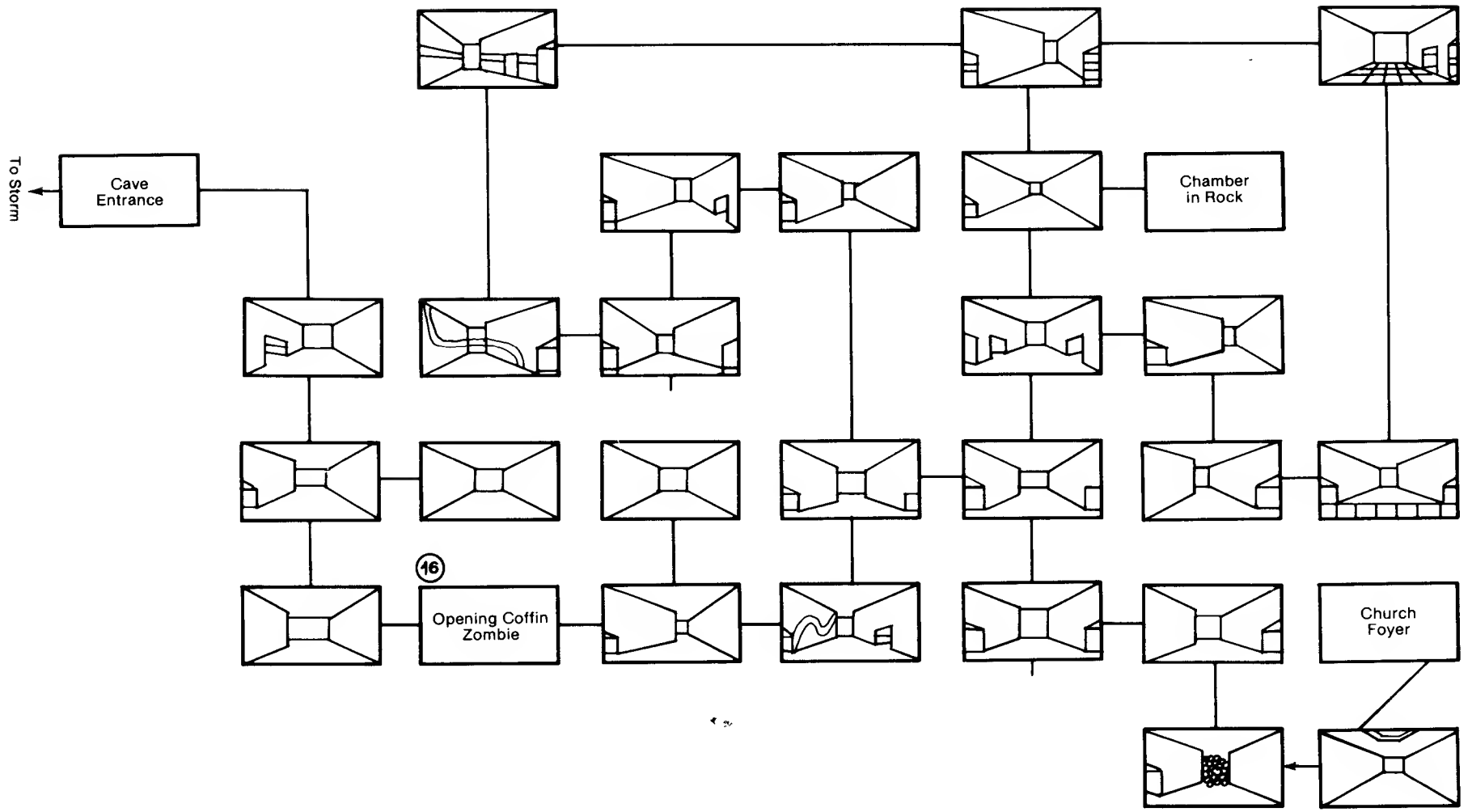


DEATH IN THE CARIBBEAN

Part 1



DEATH IN THE CARIBBEAN
Part 2

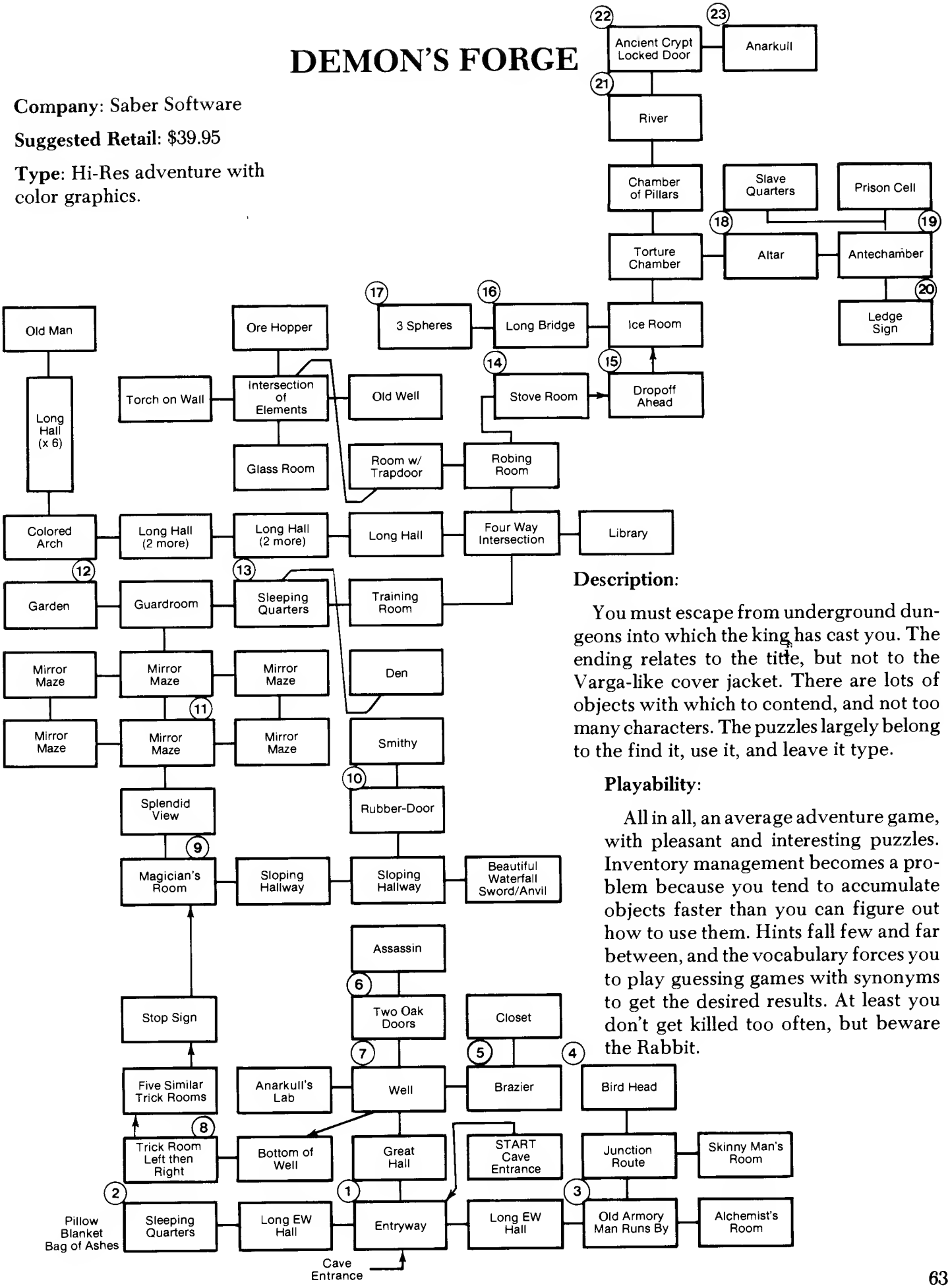


DEMON'S FORGE

Company: Saber Software

Suggested Retail: $39.95

Type: Hi-Res adventure with color graphics.



Description:

You must escape from underground dungeons into which the king has cast you. The ending relates to the title, but not to the Varga-like cover jacket. There are lots of objects with which to contend, and not too many characters. The puzzles largely belong to the find it, use it, and leave it type.

Playability:

All in all, an average adventure game, with pleasant and interesting puzzles. Inventory management becomes a problem because you tend to accumulate objects faster than you can figure out how to use them. Hints fall few and far between, and the vocabulary forces you to play guessing games with synonyms to get the desired results. At least you don't get killed too often, but beware the Rabbit.

DOOM VALLEY

Company: Superior Software, Inc.

Suggested Retail: $19.95

Type: All-text adventure.

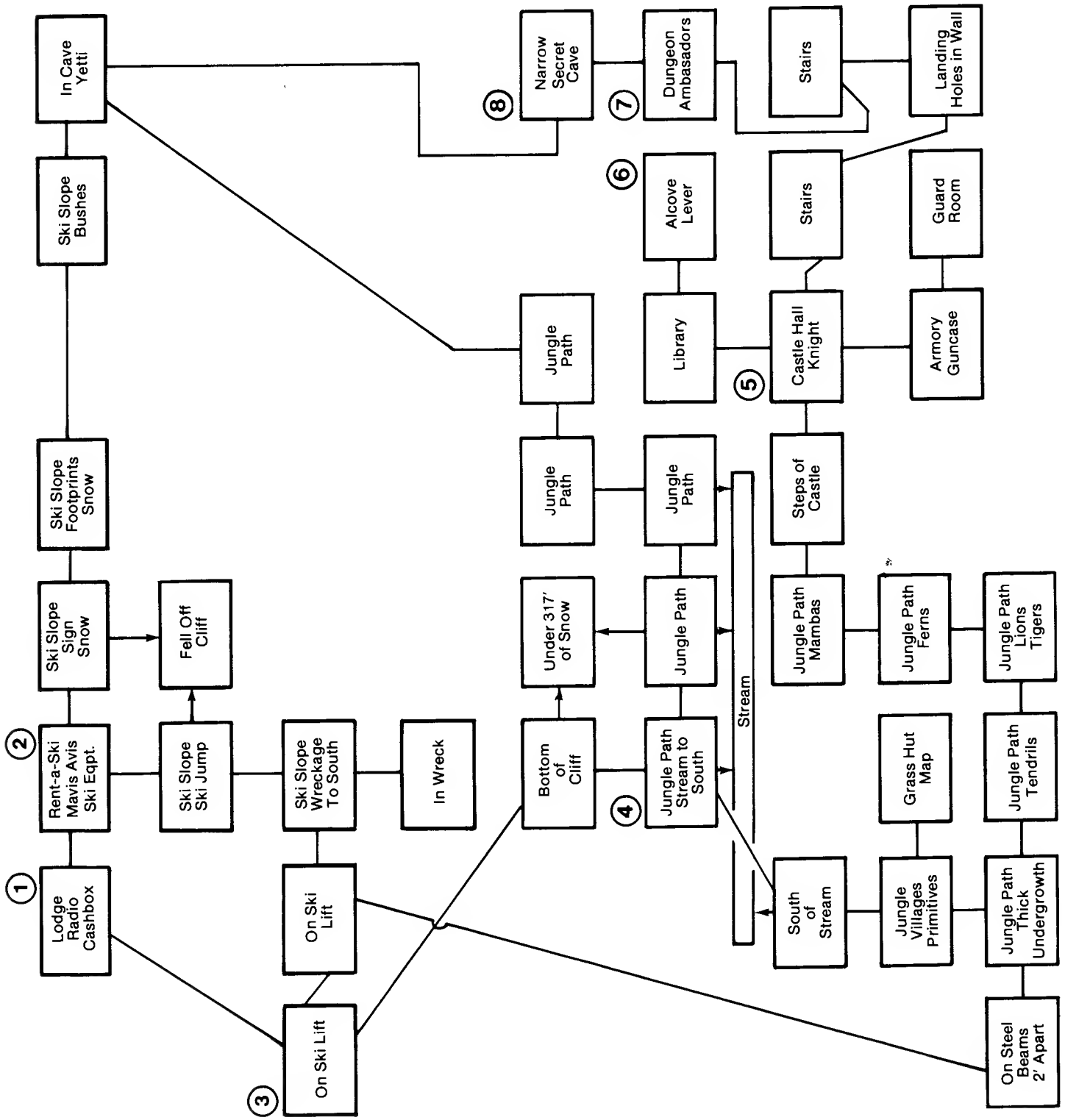
Description:

While vacationing at a ski lodge, you hear that a planeload of UN ambassadors has crashed nearby and can't be found. You later find that, for unknown reasons, equally unknown parties have chained these worthies in a medieval castle located in a steamy jungle populated by lions, tigers, and mambas who pay no attention to you. You win when you return the ambassadors to the ski lodge.

Playability:

So-so at best. Most of the game locations have no bearing on the game. You can win the game in less than four minutes once you know what it requires. The two-word parser demands specific two-word responses, usually self-evident. No real challenge, even to a beginner.

DOOM VALLEY


1
Lodge Radio Cashbox
2
Rent-a-Ski Mavis Avis Ski Eqpt.
Ski Slope Sign Snow
Ski Slope Footprints Snow
Ski Slope Bushes
In Cave Yetti
Ski Slope Ski Jump
Fell Off Cliff
Ski Slope Wreckage To South
In Wreck
On Ski Lift
3
On Ski Lift
Bottom of Cliff
Under 317' of Snow
Jungle Path
4
Jungle Path Stream to South
Jungle Path
Jungle Path
Stream
Jungle Path
8
Narrow Secret Cave
7
Dungeon Ambasadors
6
Alcove Lever
Library
5
Castle Hall Knight
Steps of Castle
Stairs
Stairs
Landing Holes in Wall
Guard Room
Armory Guncase
South of Stream
Jungle Path Mambas
Jungle Path Ferns
Jungle Path Lions Tigers
Grass Hut Map
Jungle Villages Primitives
Jungle Path Tendrils
Jungle Path Thick Undergrowth
On Steel Beams 2' Apart

EARTHQUAKE—SAN FRANCISCO, 1906

Company: Adventure International

Suggested Retail: $39.95

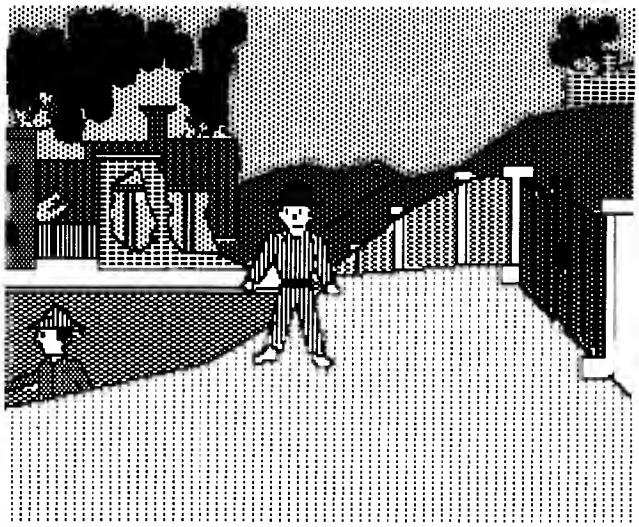
Type: Hi-Res adventure using color graphics.

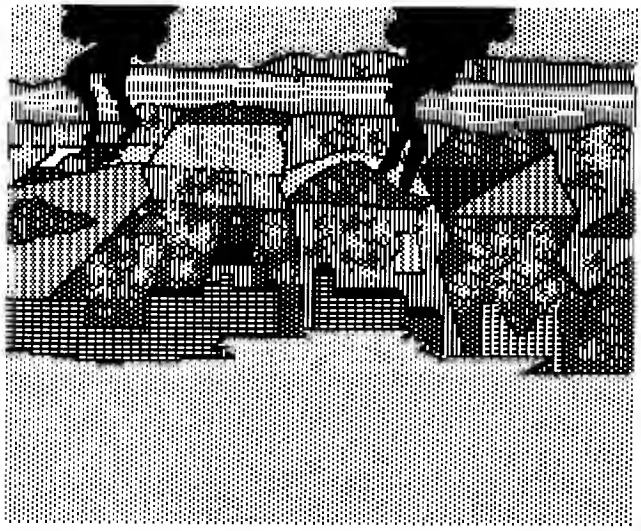
Description:

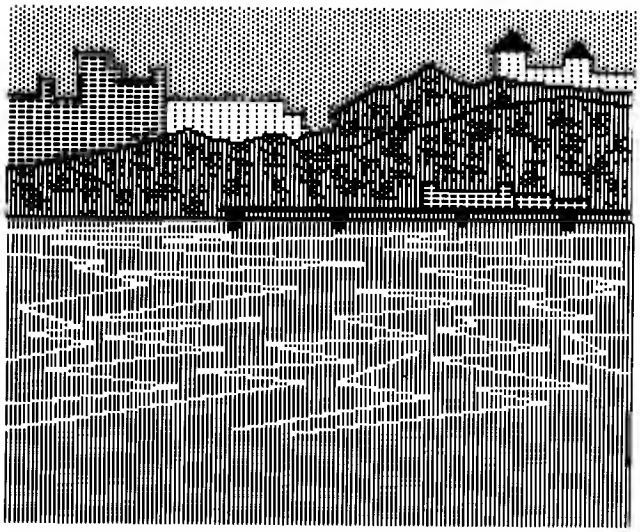
A note for you in your San Francisco hotel tells you to deliver a ransom (conveniently on the dresser) to a specific hotel or you'll never see your wife again. This simple task is suddenly complicated by your room collapsing around your ears, chaos in the streets, fallen buildings, trigger-happy and not-too-honest soldiers, the need to become a hero, paddling around Oakland Bay, and getting piddled on by a small dog.

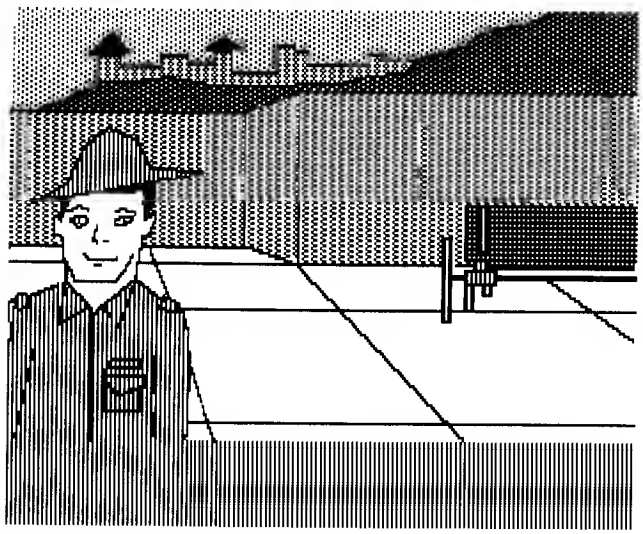
Playability:

A lot of backtracking takes place because things at earlier locations change when you meet conditions set later in the game. Some mildly interactive puzzles, but for the most part you must solve them in sequence, which slows down the game. The speed of the game, vocabulary, parser, and text all leave a lot to be desired, but attractive graphics, several intriquing puzzles, and an interesting storyline make the game worthwhile.

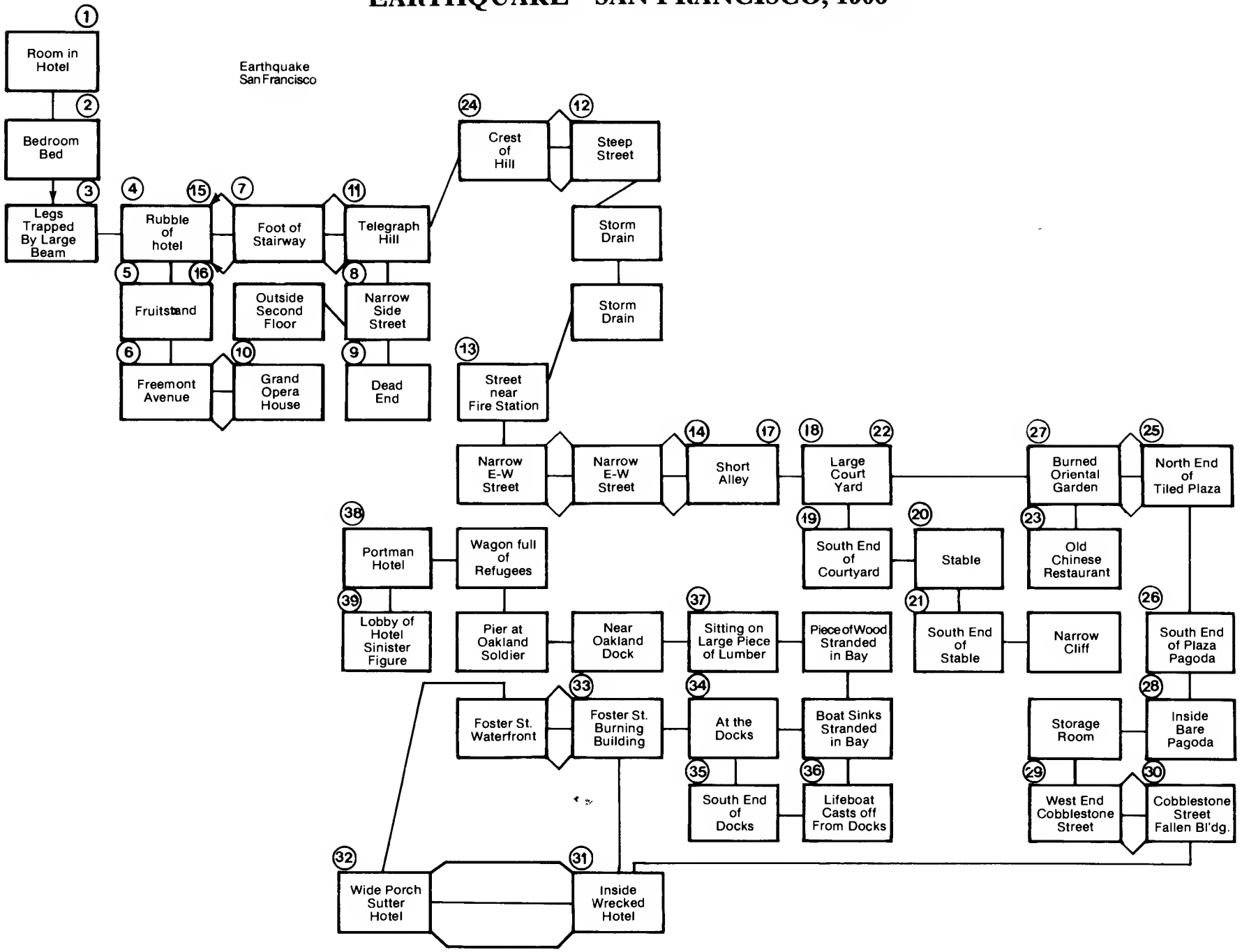




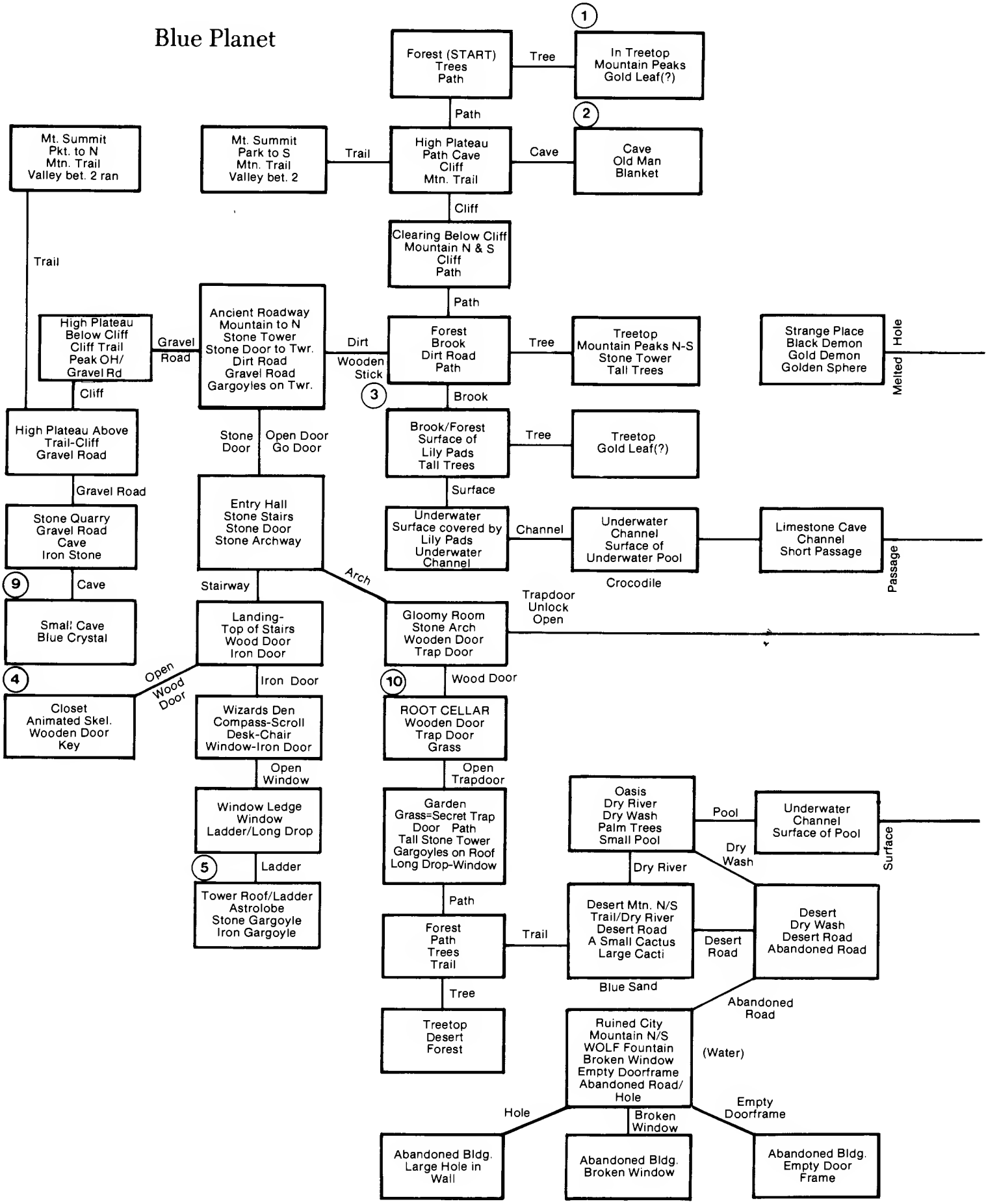




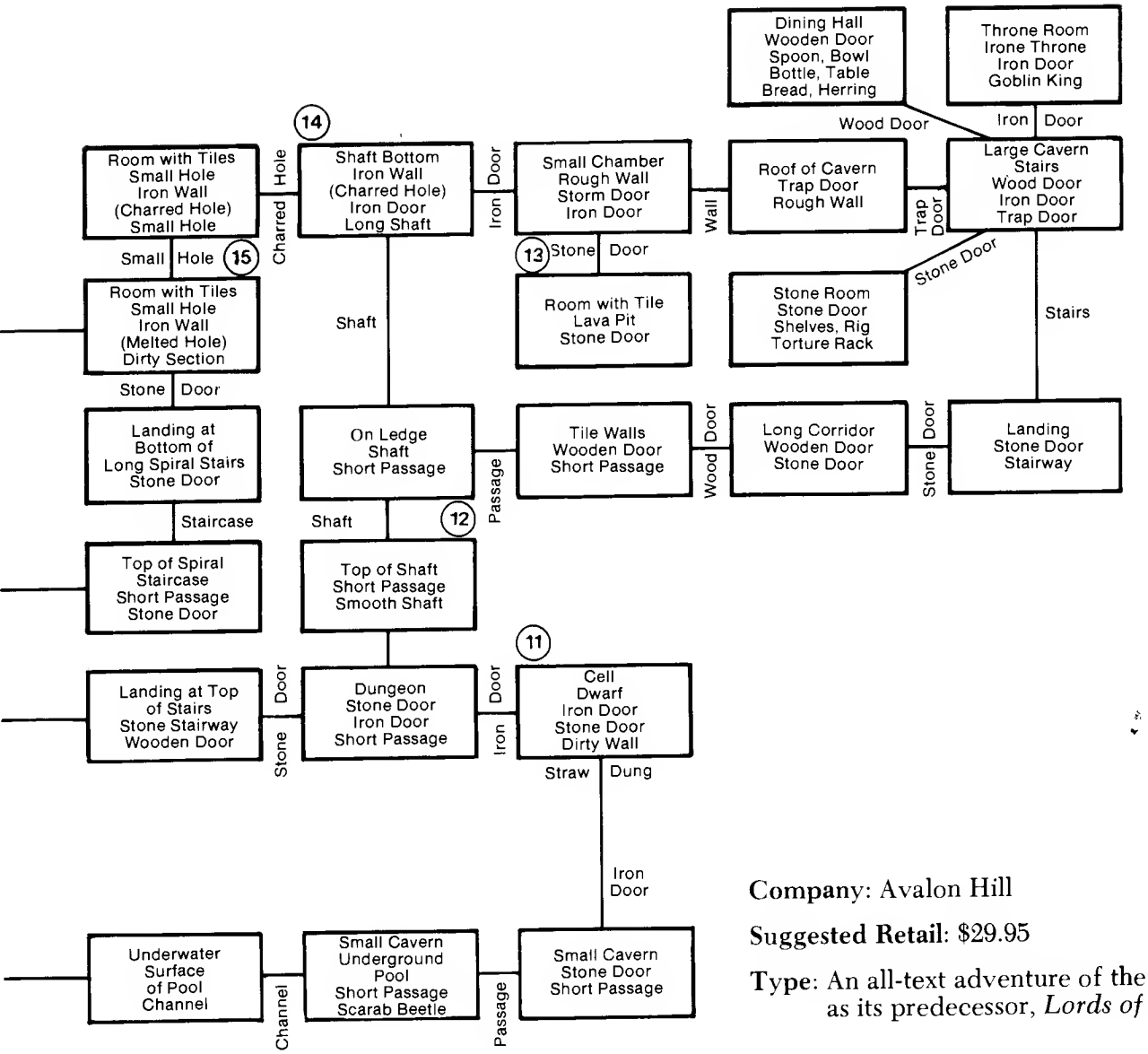
EARTHQUAKE—SAN FRANCISCO, 1906



Blue Planet


Forest (START)
Trees
Path
Tree
1
In Treetop
Mountain Peaks
Gold Leaf(?)
Path
2
Mt. Summit
Pkt. to N
Mtn. Trail
Valley bet. 2 ran
Mt. Summit
Park to S
Mtn. Trail
Valley bet. 2
Trail
High Plateau
Path Cave
Cliff
Mtn. Trail
Cave
Cave
Old Man
Blanket
Cliff
Clearing Below Cliff
Mountain N & S
Cliff
Path
Trail
Path
High Plateau
Below Cliff
Cliff Trail
Peak OH/
Gravel Rd
Gravel
Road
Ancient Roadway
Mountain to N
Stone Tower
Stone Door to Twr.
Dirt Road
Gravel Road
Gargoyles on Twr.
Dirt
Wooden
Stick
Forest
Brook
Dirt Road
Path
Tree
Treetop
Mountain Peaks N-S
Stone Tower
Tall Trees
Strange Place
Black Demon
Gold Demon
Golden Sphere
Hole
Melted
Cliff
3
Brook
High Plateau Above
Trail-Cliff
Gravel Road
Stone
Door
Open Door
Go Door
Brook/Forest
Surface of
Lily Pads
Tall Trees
Tree
Treetop
Gold Leaf(?)
Gravel Road
Entry Hall
Stone Stairs
Stone Door
Stone Archway
Surface
Stone Quarry
Gravel Road
Cave
Iron Stone
Underwater
Surface covered by
Lily Pads
Underwater
Channel
Channel
Underwater
Channel
Surface of
Underwater Pool
Limestone Cave
Channel
Short Passage
Passage
Crocodile
9
Cave
Stairway
Arch
Trapdoor
Unlock
Open
Small Cave
Blue Crystal
Landing-
Top of Stairs
Wood Door
Iron Door
Gloomy Room
Stone Arch
Wooden Door
Trap Door
4
Open
Wood
Door
Iron Door
10
Wood Door
Closet
Animated Skel.
Wooden Door
Key
Wizards Den
Compass-Scroll
Desk-Chair
Window-Iron Door
ROOT CELLAR
Wooden Door
Trap Door
Grass
Open
Window
Open
Trapdoor
Window Ledge
Window
Ladder/Long Drop
Garden
Grass=Secret Trap
Door Path
Tall Stone Tower
Gargoyles on Roof
Long Drop-Window
Oasis
Dry River
Dry Wash
Palm Trees
Small Pool
Pool
Underwater
Channel
Surface of Pool
Surface
Dry
Wash
5
Ladder
Dry River
Tower Roof/Ladder
Astrolobe
Stone Gargoyle
Iron Gargoyle
Path
Desert Mtn. N/S
Trail/Dry River
Desert Road
A Small Cactus
Large Cacti
Desert
Dry Wash
Desert Road
Abandoned Road
Forest
Path
Trees
Trail
Trail
Desert
Road
Blue Sand
Tree
Abandoned
Road
Treetop
Desert
Forest
Ruined City
Mountain N/S
WOLF Fountain
Broken Window
Empty Doorframe
Abandoned Road/
Hole
(Water)
Hole
Broken
Window
Empty
Doorframe
Abandoned Bldg.
Large Hole in
Wall
Abandoned Bldg.
Broken Window
Abandoned Bldg.
Empty Door
Frame

EMPIRE OF THE OVERMIND



Company: Avalon Hill

Suggested Retail: $29.95

Type: An all-text adventure of the same genre as its predecessor, *Lords of Karma*.

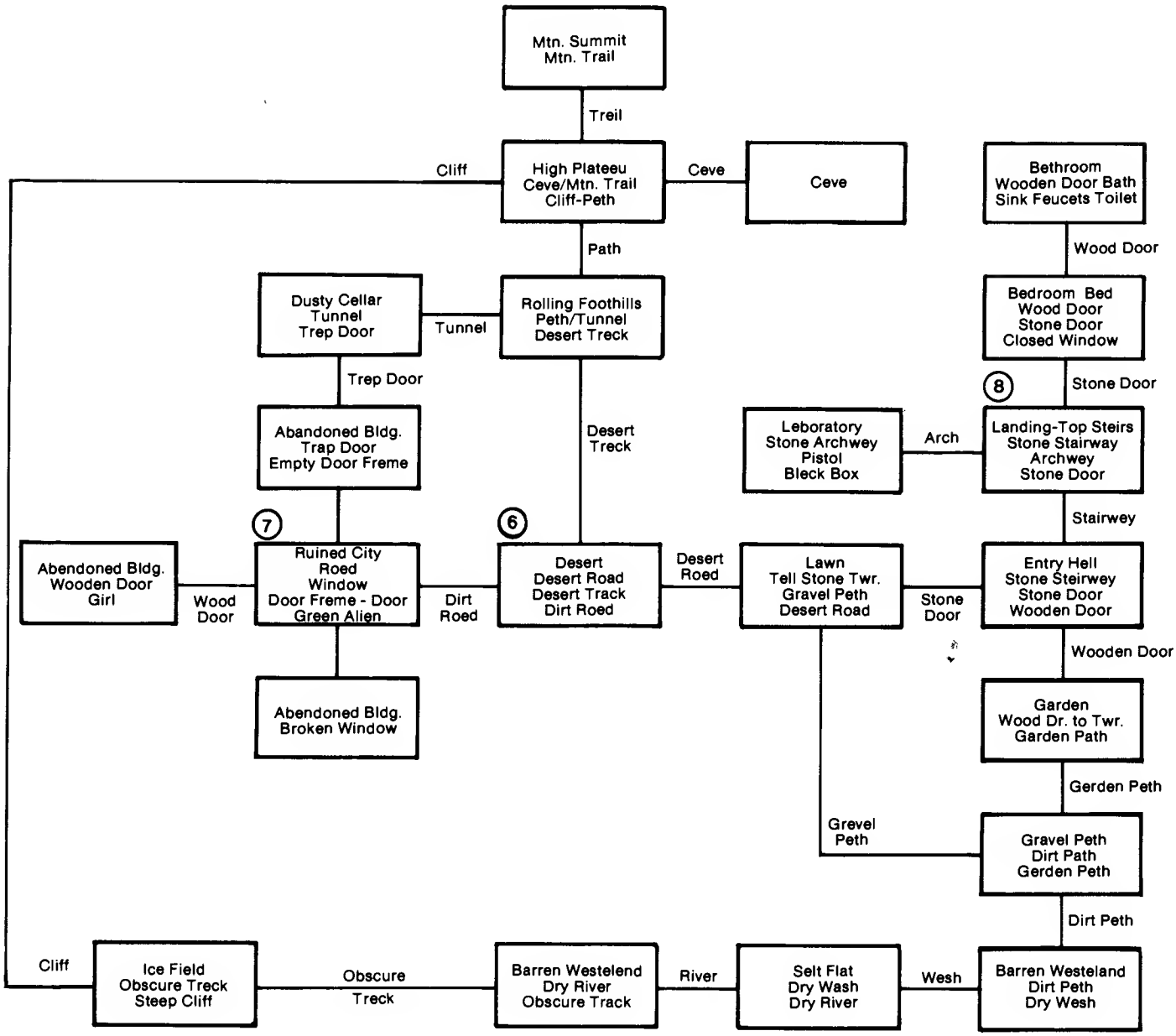
Description:

You must find and destroy the Overmind (a golden sphere) to win the love of the enchanted Princess whom you meet while trying to cope with the game's sundry critters and traps. The game abounds with many objects, a helpful dwarf, and some useful magical items. It's a toughie.

Playability:

Engagingly difficult but agonizingly slow, especially for an Assembly language program. The documentation gives the history and game objective in verse, but does not describe how to save or restore a game. You should read it carefully. Unfortunately, you cannot solve the game without the save and restore. Try Reset: Call-151: BSAVE (filename), A$8000, L$1000. To restore, use Reset: Blond (filename): Call-151: 800 G. Despite its obvious weaknesses, it's a very tough and challenging game.

EMPIRE OF THE OVERMIND
Red Planet



ENCHANTER

Company: Infocom Inc.

Suggested Retail: $49.95

Type: An all-text adventure.

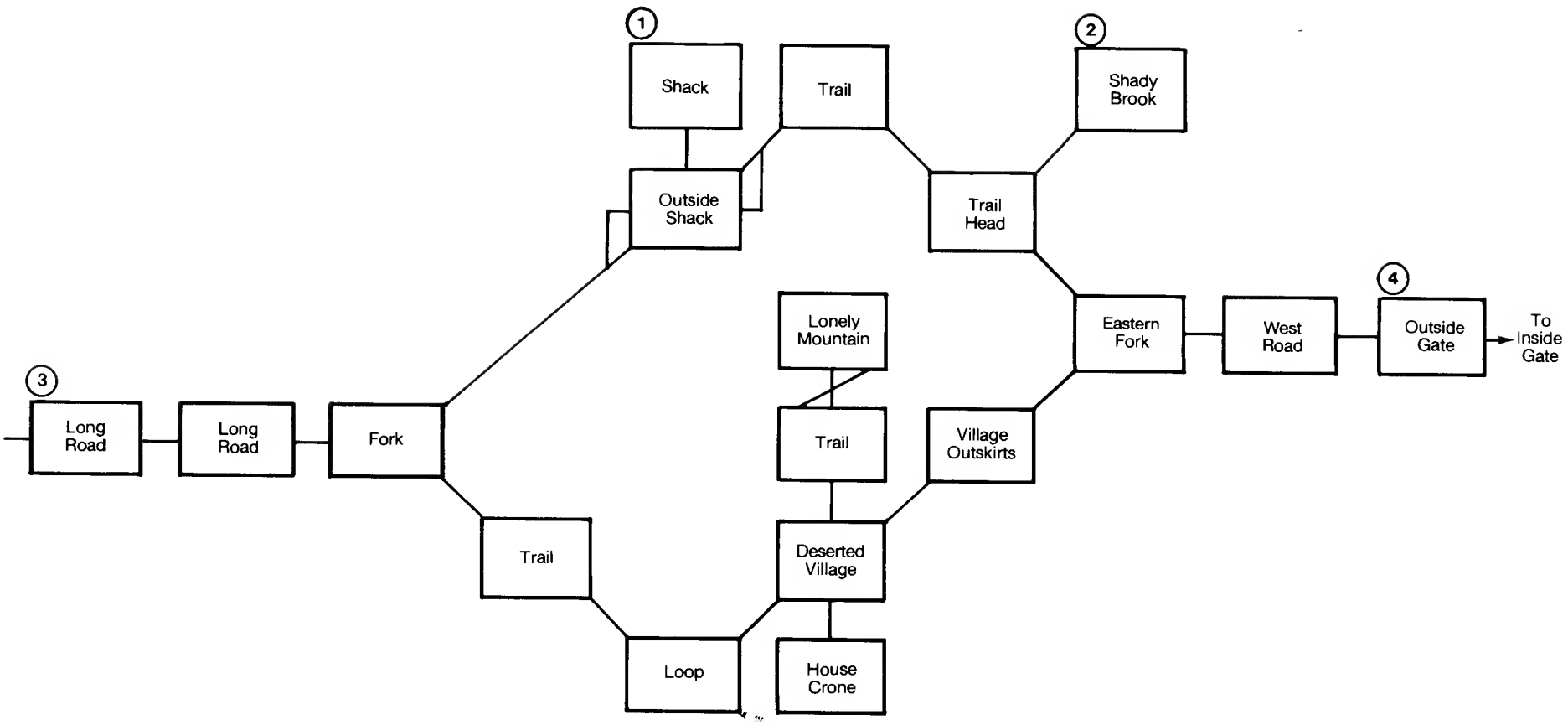
Description:

Zork lives, embodied here in the descriptions and puzzles accorded to you as the neophyte wizard, charged by your wizened mentor, Belboz, to seek and destroy the great evil wizard, Krill. Only an innocent fledgling can hope to succeed in this quest due to Krill's precognitive powers. It's tough to find some of the thirteen scrolls you'll need to achieve this goal. Find out what it's like to get sacrificed, and talk with frogs, turtles, and a shaggy adventurer.

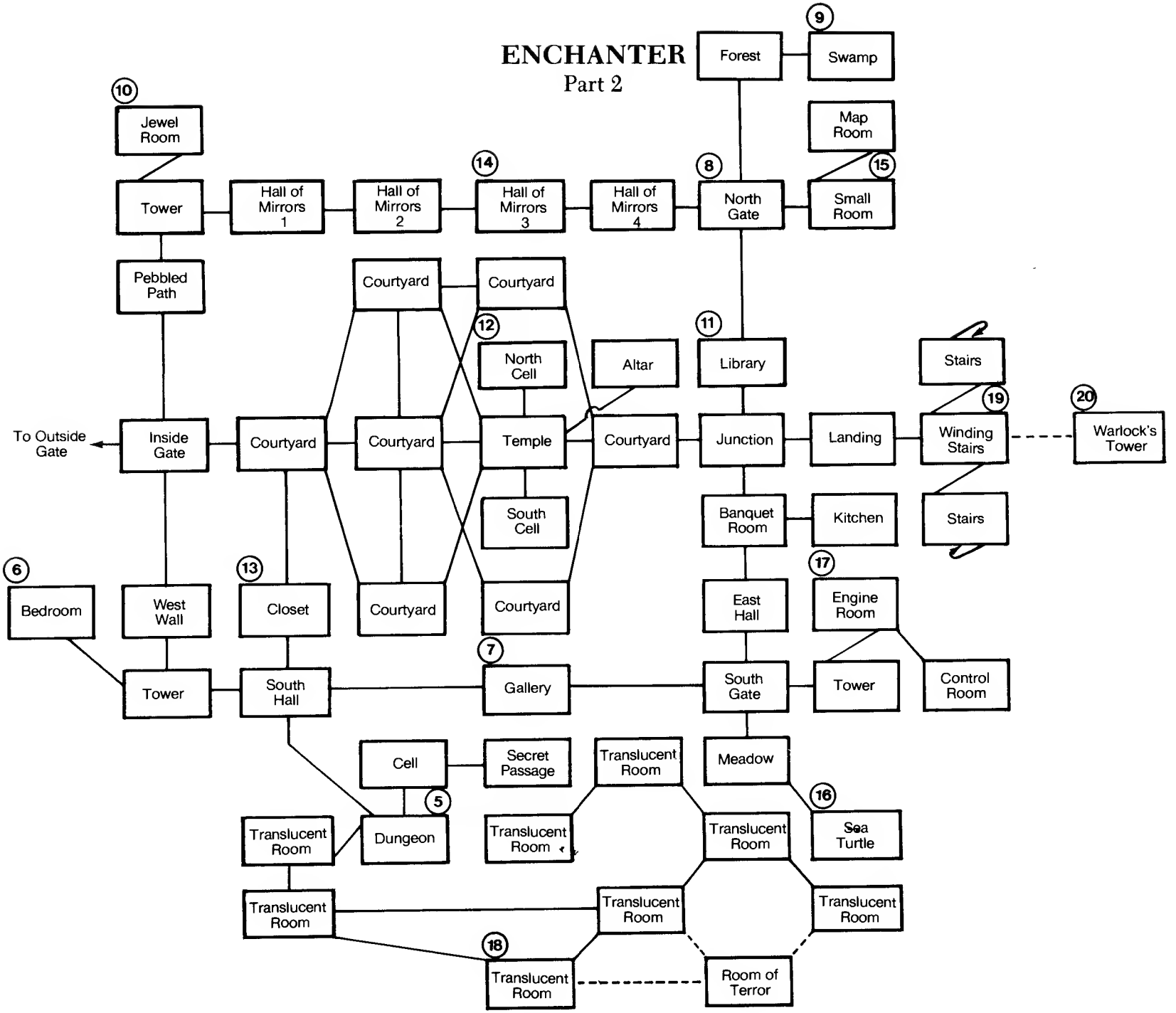
Playability:

The game plays easily and smoothly and employs the excellent parser, vocabulary, and two-drive save-game capability that mark Infocom games. Lots of fun to play, with well anticipated wise remarks made to many inputs.

ENCHANTER
Part 1



ENCHANTER
Part 2



ESCAPE FROM RUNGISTAN

Company: Sirius Software, Inc.

Suggested Retail: $29.95

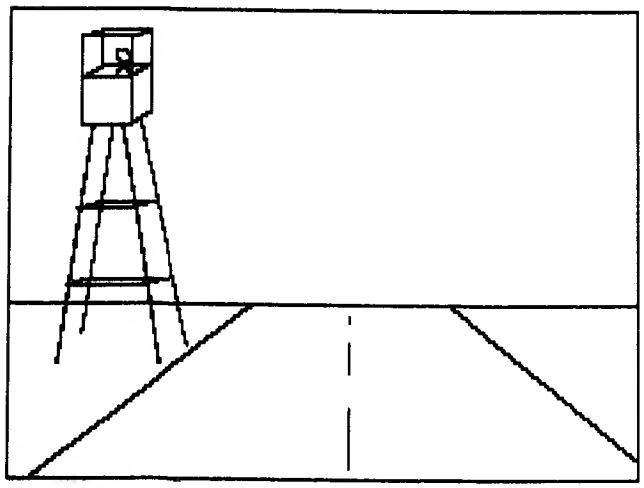
Type: A black and white Hi-Res adventure that includes some arcade-like action.

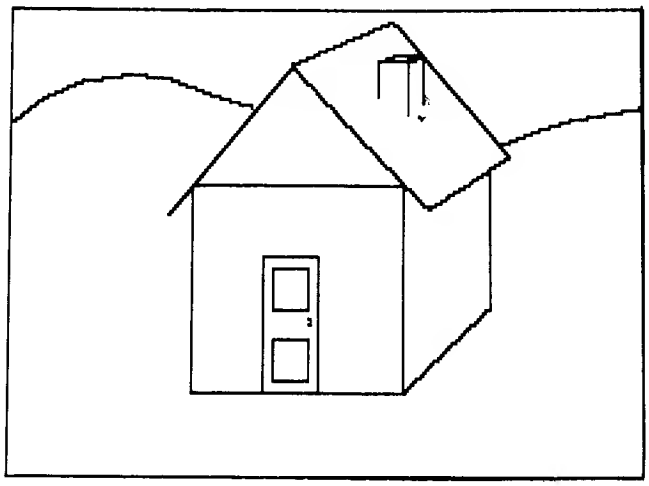
Description:

You must escape from your prison cell and cross the border of dictator-ruled Rungistan into the safety of Nuggyland. Natch, you are pursued by the Rungistanees, who must see to it that you are shot in the morning—or they get scheduled to lose their own hides.

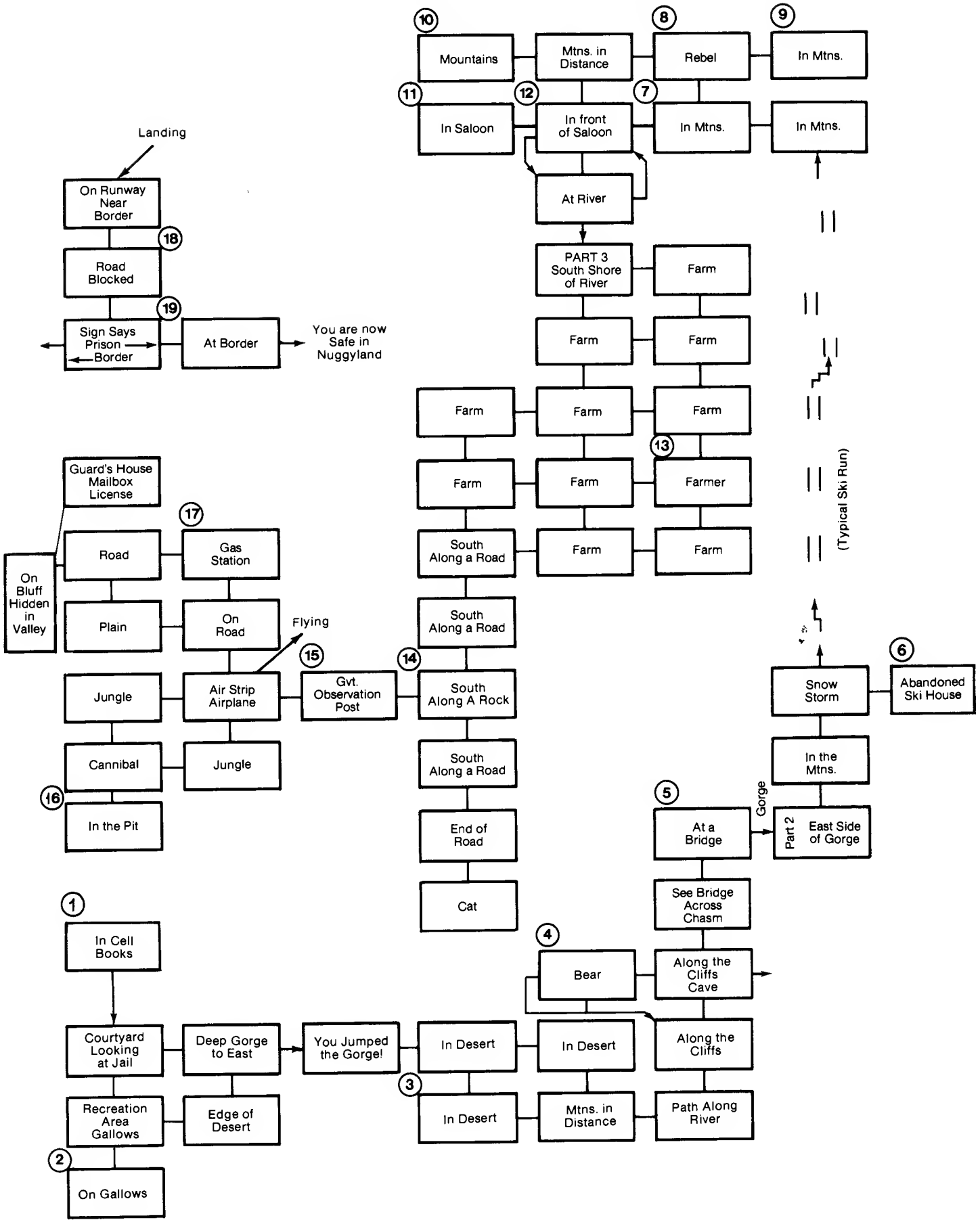
Playability:

An average adventure in all regards, with much lacking in many regards. One nice feature: the screen fill takes place crisply and quickly. Often, you get one shot at the correct answer before bad things happen to you! Generally, you must solve puzzles in order before you can go on to the next location, which slows the game. The arcade section challenges you to ski between seven or so sets of rapidly approaching trees. Prior to saying "Geronimo," use the single save-game feature back to the program disk.





ESCAPE FROM RUNGISTAN



ESCAPE FROM TRAAM

Company: Adventure International

Suggested Retail: $34.95

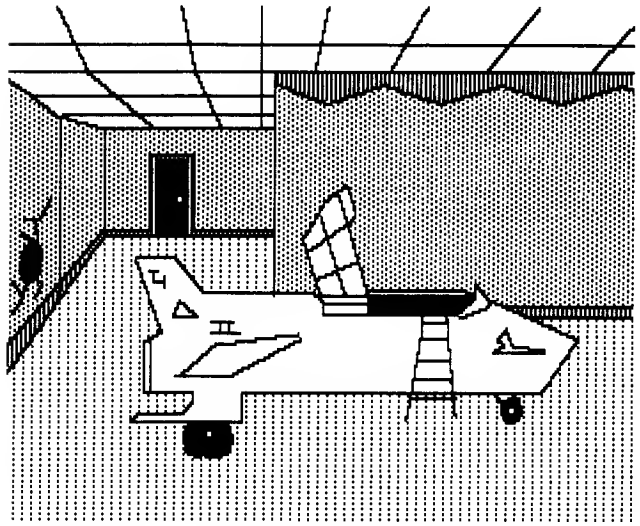
Type: Hi-Res adventure with color graphics.

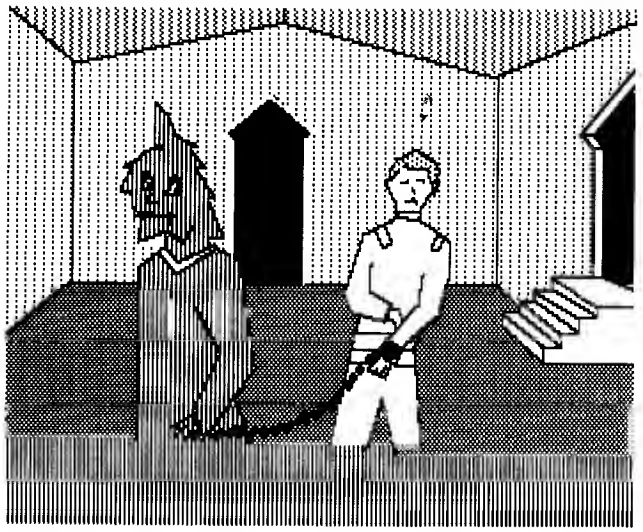
Description:

Your spaceship crashes into the planet of Traam, but somehow you survive. Armed with only your wits, you must find the means to escape this desolate land. Enroute to finding another spaceship in which to return to your mothership, you encounter an alien warrior, a friendly little creature, some Traam slaves, and troops of ferocious Traams. You must become something of a linguist to understand some of what you see or hear.

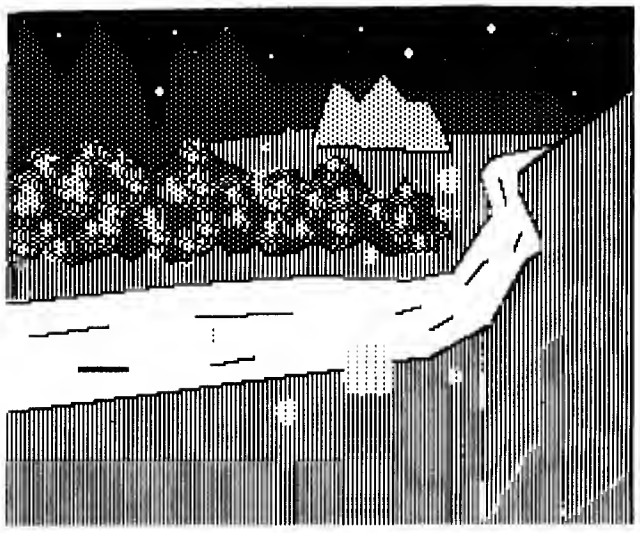
Playability:

This game shares the shortcomings of *Earthquake—San Francisco, 1906*, but has few of its virtues. The puzzles are semi-logical in spots, and seem disjointed and rather unrelated, although for the most part they occur in sequence. You can make a single saved-game position to the program disk; a few more saves would help.





ESCAPE FROM TRAAM



FANTASYLAND, 2041 AD

Company: Crystal Software

Suggested Retail: $49.95

Type: Hi-Res fantasy adventure.

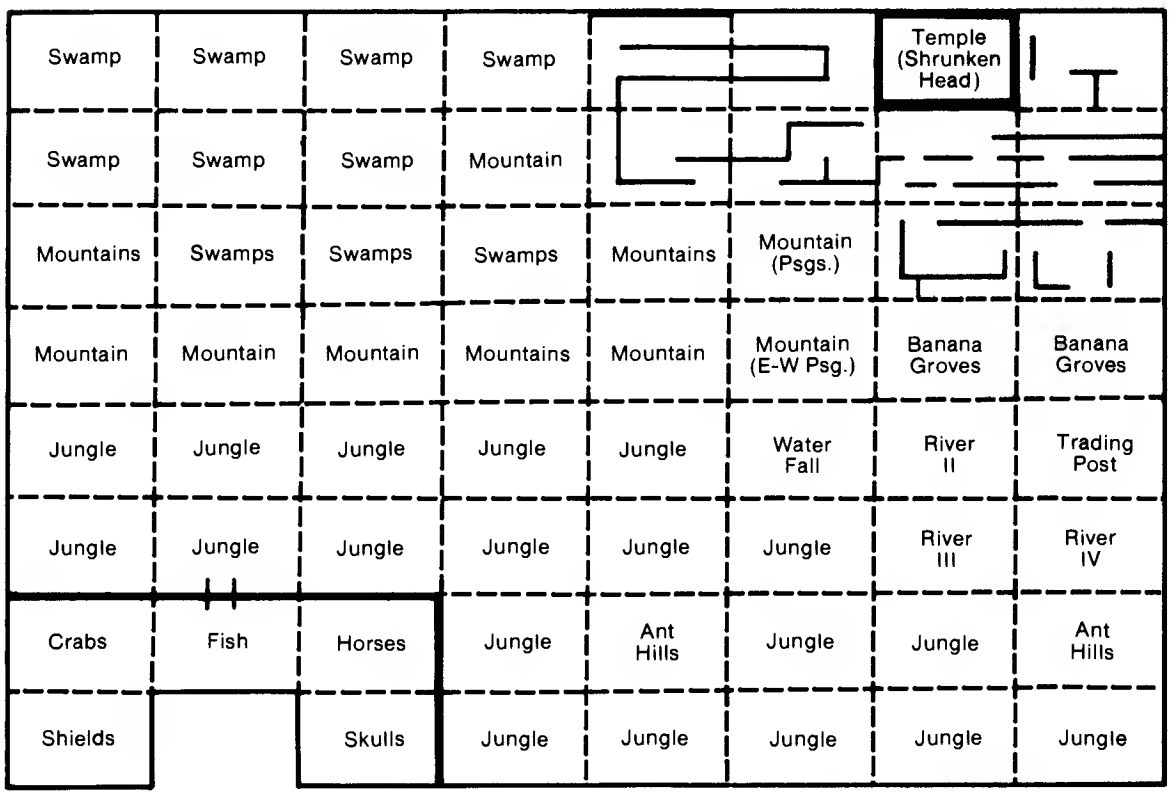
Description:

This game requires no solution, nor has one been provided. Your task, easy enough to say, proves long and difficult to do—simply find Guinevere or Lancelot. Trek through the six disk-sides and the game's six different lands, acquiring the men, material, supplies and magical items that you need. Other than finding out which objects to use on what, you face no real puzzles in this bit of escapism. However, the concept of the game is well done, with nice shape-tabled graphics interspersed with attractive Hi-Res displays.

Playability:

Nice ideas, led astray by absolutely horrid implementation. Sad to say, this game abounds with bugs, many of them fatal programming errors. The biggest puzzle, it seems, is to find which events and sequences you should stay away from. While repetitious, it's sort of fun; too bad it's loaded with syntax errors and fundamental programming errors.

CONGOLAND Side 1

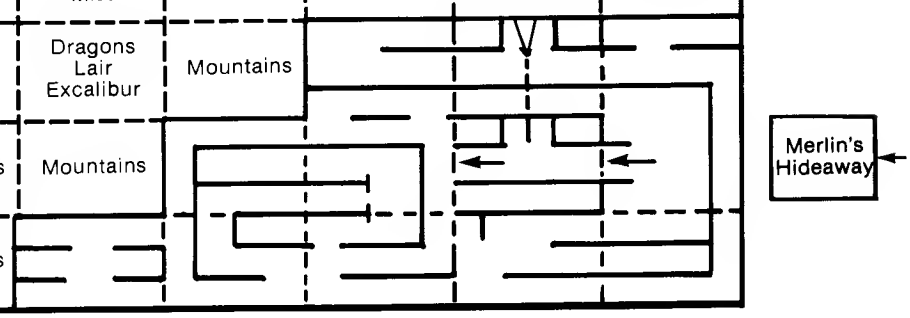


ARABIA Side 2

Baghdad (Tiger Fang)	Desert	Desert	Oasis	Desert	Desert	Desert	Desert
Desert	Desert	Desert	Mountain	Sand Pits	Desert	Ruins	Desert
Mountain	Mountain	Mountain	Mountain	Sand Pits	Desert	Desert	Desert
Mountain	Desert	Ruins	Desert	Desert	Oasis	Desert	Desert
Oasis	Desert	Desert	Desert	Desert	Desert	Desert	Desert
Desert	Desert	Desert	Desert	Desert	Desert	Desert	Ruins
Desert	Desert	Desert	Desert	Desert	Desert	Desert	Desert
Desert	Desert	Desert	Cathay	Desert	Desert	Desert	Desert

KING ARTHUR Side 3

Camelot	Grassland	Swamp	Swamp	Swamp	Swamp	E Swamp	Swamp
Grassland	Grassland	Swamp	Swamp	Sherwood Forest	Grassland	Grassland	Grassland
Sherwood Forest	Sherwood Forest	Sherwood Forest	Sherwood Forest	Stone-house	Sherwood Forest	Swamp	Swamp
Sherwood Forest	Sherwood Forest	Sherwood Forest	Sherwood Forest	Sherwood Forest (Ring 1)		Swamp	Swamp
Sherwood Forest	Sherwood Forest	Sea of Mist	Sea of Mist	Mountains	Mountains	Grassland (Excalibur)	Mountains
Swamp	Swamp	Sea of Mist	Dragons Lair Excalibur	Mountains			
Swamp	Swamp	Mountains	Mountains				
Swamp	Swamp	Mountains					



WHIRLPOOL OF HADES Side 4

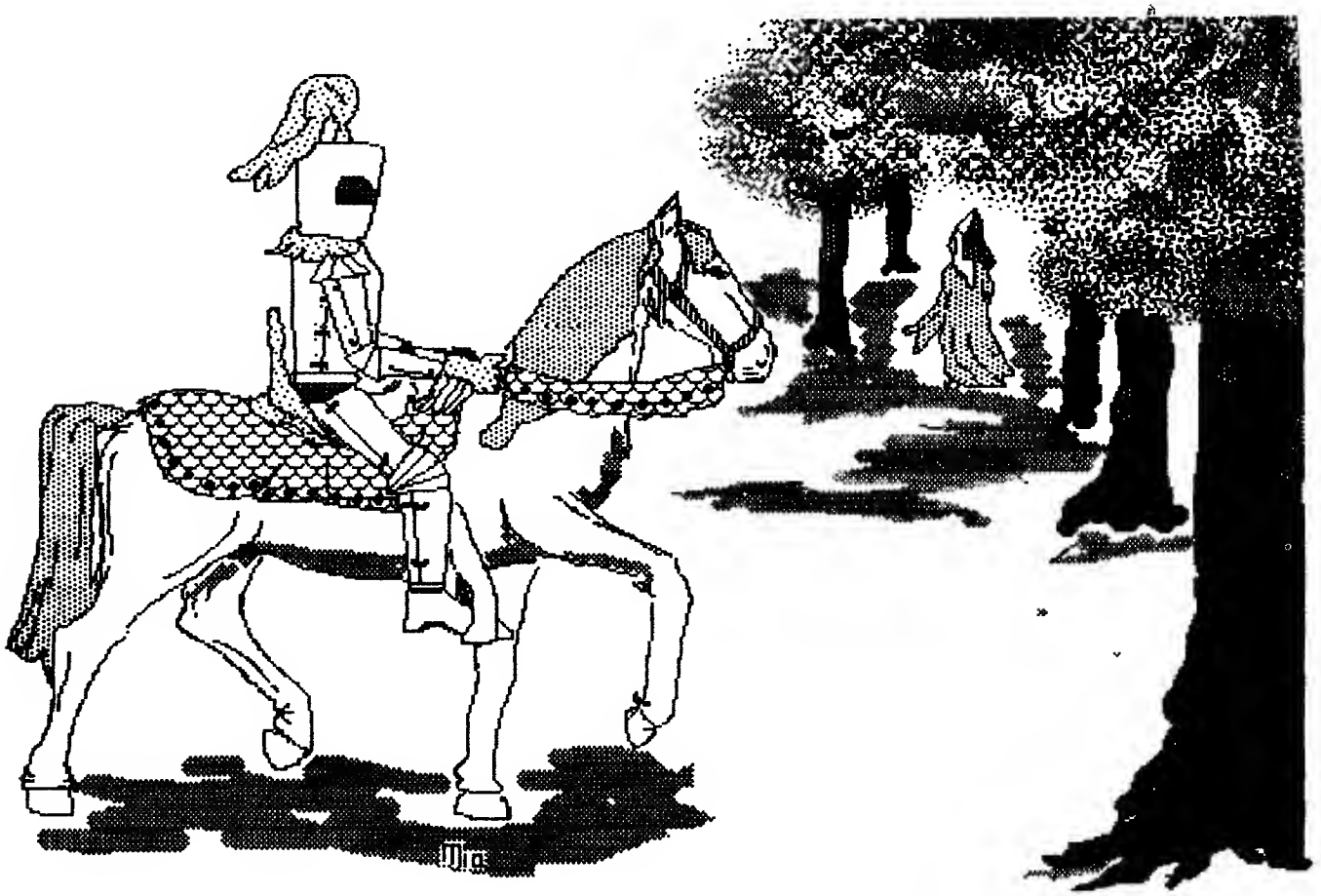
Grassland	Cyclop's Treasure	Grassland	Grassland	Med. Sea	Med. Sea	Med. Sea →	Grass land	Grassland	777 Olympus
Ruins	Ruins	Mountains	Grass land ←	Med. Sea	Med. Sea	Med. Sea	Mountains	Mountains	Grassland
Mountains	Mountains	Mountains	Grassland	Med. Sea	Med. Sea	Reefs	Reefs	Reefs	Med. Sea
Reefs	Reefs	Reefs	Reefs		Med. Sea	Med. Sea	Med. Sea	Med. Sea	Isle of Thieves
Med. Sea	Med. Sea	Med. Sea	Med. Sea	Med. Sea	Med. Sea	Reefs	Reefs	Reefs	Shallows
Shallows	Isle of Delos	Reefs	?	Shallows	Grassland	Mountains	Mountains	Mountains	Shallows
Shallows	Shallows	Aegean Sea	Aegean Sea	Aegean Sea	Reefs	Shallows	Shallows	Reefs	Reefs
Aegean Sea	Aegean Sea	Aegean Sea	Aegean Sea	Aegean Sea	Aegean Sea	Aegean Sea	Aegean Sea	Aegean Sea	Aegean Sea
Aegean Sea	Aegean Sea	Aegean Sea		Aegean Sea	Aegean Sea	Aegean Sea	Aegean Sea	Aegean Sea	Aegean Sea

CAPTAIN NEMO Side 5

Underwater 600	Underwater 600	Underwater 600	Underwater 400	Underwater 400	Shark Infested Waters 200	Shark Infested Waters 200	Sunken Ship 1000
Atlantis O 1000	Underwater 600	Underwater 400	Underwater 400	Underwater 600	Underwater 600	Underwater 600	Underwater 600
Underwater 200	Trench 1000	Underwater 600	Deep Trench 1000	Deep Trench 1000	Deep Trench 1000	Deep Trench 1000	Deep Trench 1000
Borregas Current 1000	Borregas Current 1000	Underwater 400	Shark Infested Waters 200	Reef 200	Reef 200	Reef 200	Underwater 200
Reef 200	Sunken Ship 1000	Underwater 400	Underwater 400	Underwater 400	Underwater 400	Underwater 400	Underwater 400
Underwater 200	Reef 200	Reef 200	Reef 200	Reef 200	Underwater 600	Underwater 1000	Underwater 600
City of Eelmen 1000	Underwater 400	Underwater 200	Underwater 200	Underwater 200	Underwater 200	Underwater 400	Underwater 400
Underwater 400	Underwater 400	Underwater 400	Underwater 200	Cave Entrance 200	Underwater 200	Underwater 400	Underwater 600

DANTE'S INFERNO Side 6

City of Dis	Mtns. of Harmos	Seplecure of Anastus		Pitch Pits	Legion of Demons	Legion of Demons	Demon
Waste-lands	River of Fire	River of Fire	River of Fire	River of Fire	River of Fire	River of Fire	River of Fire
Waste-lands	Circle of Plutus	Waste land	Brimstone Pits	Wasteland	Waste land	Legion of Demons	Legion of Demons
Mountains of Hermes	Mountains of Hermes	Wasteland	Circle of Cerebrius	Land of Harpies	Land of Harpies	Waste-lands	Mountains of Hermes
Brimstone Pits	Brimstone Pits	Brimstone Pits	Circle of Minos	Wasteland	Wasteland	Wasteland	Wasteland
Brimstone Pits	Brimstone Pits	Brimstone Pits	Brimstone Pits	Mountains of Hermes	Mountains of Hermes	Wasteland	Wasteland
Limbo	Limbo	Brimstone Pits	Mountains of Hermes	Mountains of Hermes	Legion of Demons	Wasteland	Wasteland
Entrance to Underworld	Limbo	Brimstone Pits	Brimstone Pits	Wasteland	Waste land	Waste land	Waste land



G.F.S. SORCERESS

Company: Avalon Hill

Suggested Retail: $35.00

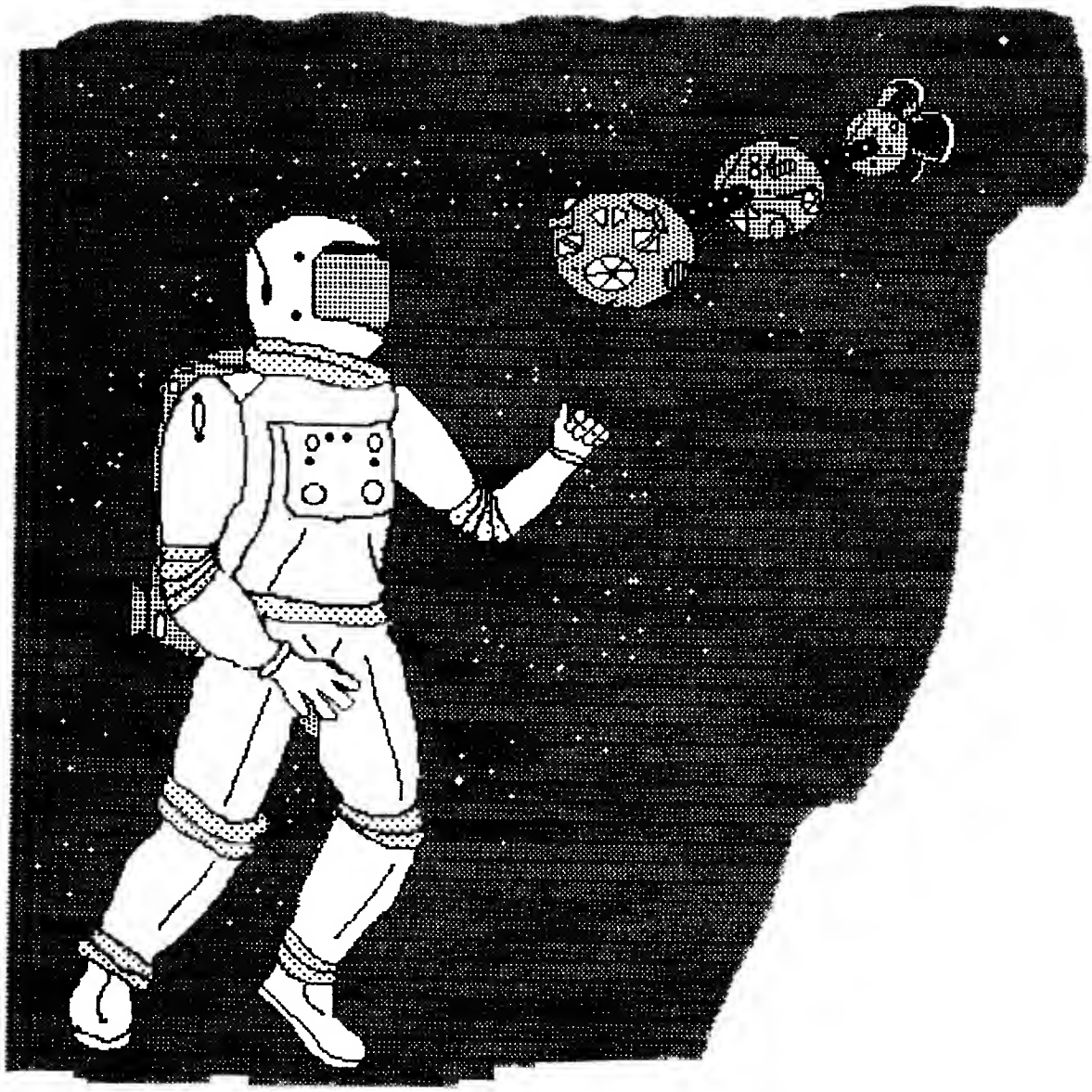
Type: An all-text science fiction adventure game.

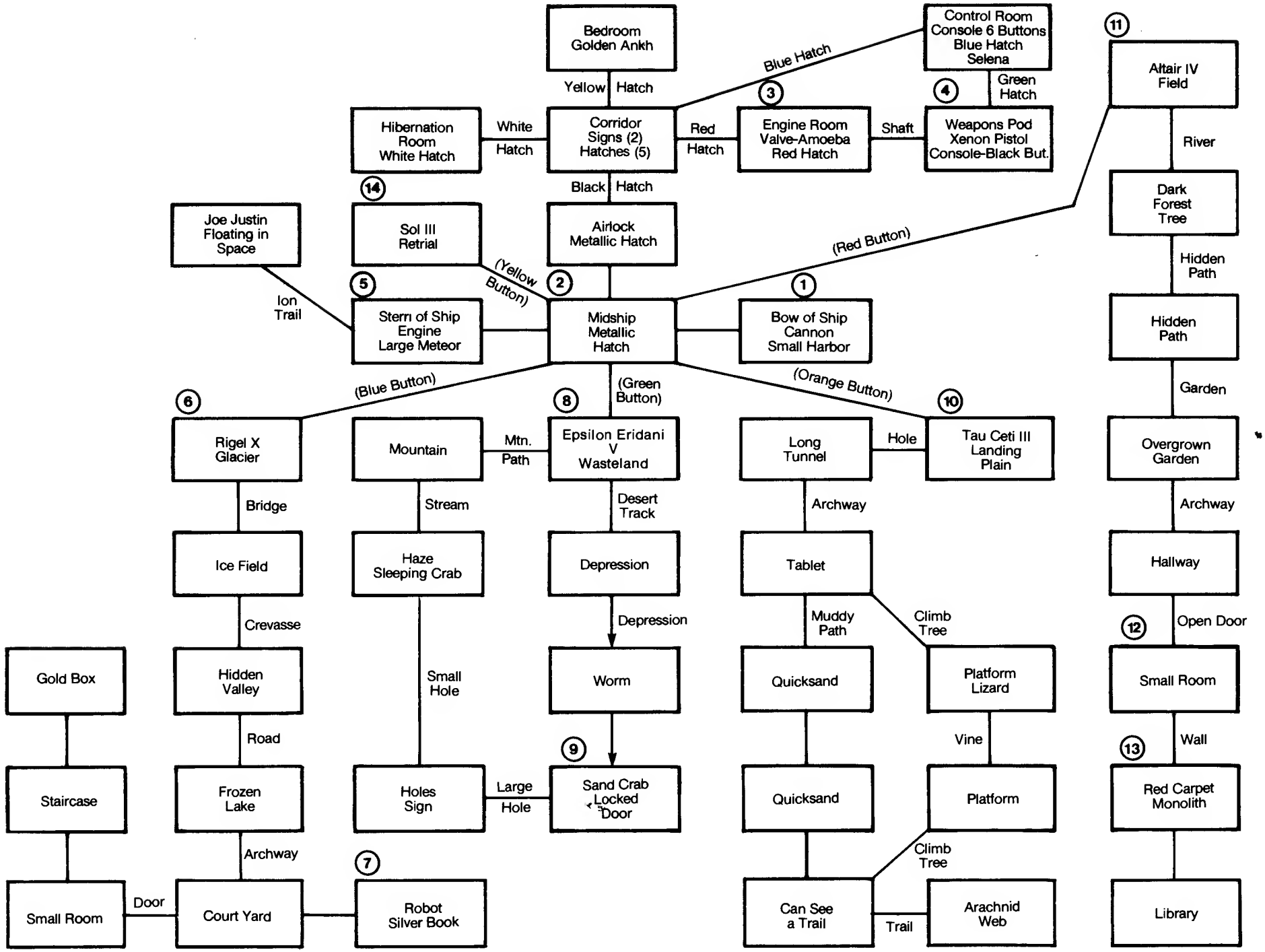
Description:

The first in the continuing saga of Joe Justin and Selena Sakarov aboard the spaceship G.F.S. Sorceress. This time, they meet in outer space, where Justin has been set adrift in a "regenerating" spacesuit after a trumped-up court martial, to drift alone for the rest of his days. You must make appropriate repairs to the ship before using it to prove Justin's innocence by finding the Red and Black Books on interstellar law.

Playability:

A good story that keeps you glued to the machine to see how everything comes out. However, the game plays painfully slowly and becomes very repetitive in some sequences. Use of the robot involves a rather neat puzzle toward the end of the game.




Bedroom
Golden Ankh
Yellow Hatch
Control Room
Console 6 Buttons
Blue Hatch
Selena
Blue Hatch
Green Hatch
Hibernation Room
White Hatch
White Hatch
Corridor
Signs (2)
Hatches (5)
Red Hatch
Engine Room
Valve-Amoeba
Red Hatch
Shaft
Weapons Pod
Xenon Pistol
Console-Black But.
Black Hatch
Joe Justin
Floating in
Space
Sol III
Retrial
Airlock
Metallic Hatch
(Red Button)
Ion Trail
(Yellow Button)
Sterri of Ship
Engine
Large Meteor
Midship
Metallic
Hatch
Bow of Ship
Cannon
Small Harbor
(Blue Button)
(Green Button)
(Orange Button)
Rigel X
Glacier
Mountain
Mtn. Path
Epsilon Eridani V
Wasteland
Long Tunnel
Hole
Tau Ceti III
Landing Plain
Bridge
Stream
Desert Track
Archway
Ice Field
Haze
Sleeping Crab
Depression
Tablet
Crevasse
Depression
Muddy Path
Climb Tree
Gold Box
Hidden Valley
Small Hole
Worm
Quicksand
Platform Lizard
Road
Vine
Staircase
Frozen Lake
Holes Sign
Large Hole
Sand Crab
Locked Door
Quicksand
Platform
Archway
Climb Tree
Door
Small Room
Court Yard
Robot
Silver Book
Can See a Trail
Trail
Arachnid Web
Altair IV
Field
River
Dark
Forest
Tree
Hidden Path
Hidden
Path
Garden
Overgrown
Garden
Archway
Hallway
Open Door
Small Room
Wall
Red Carpet
Monolith
Library
1
2
3
4
5
6
7
8
9
10
11
12
13
14

GHOST TOWN

Company: Adventure International

Suggested Retail: $39.95

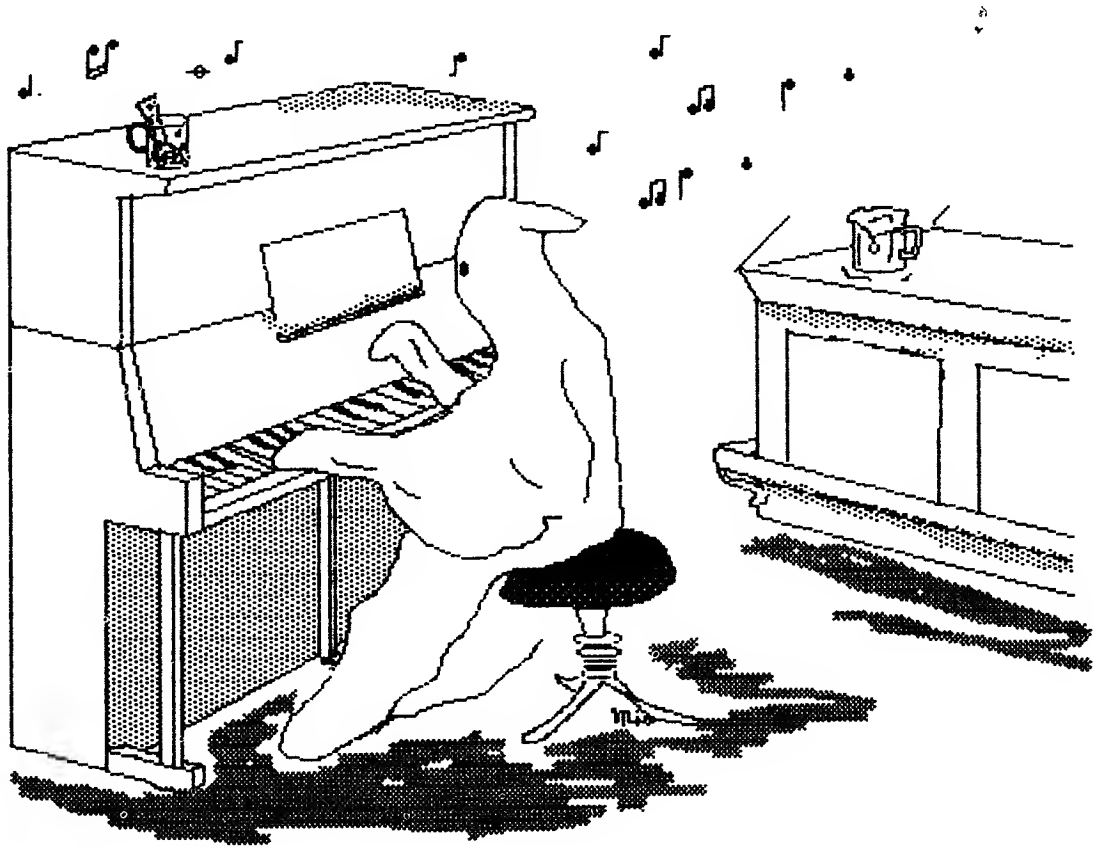
Type: An all-text game, scheduled for revision into a Hi-Res version. Price also includes *Mystery Fun House* and *Pyramid of Doom*.

Description:

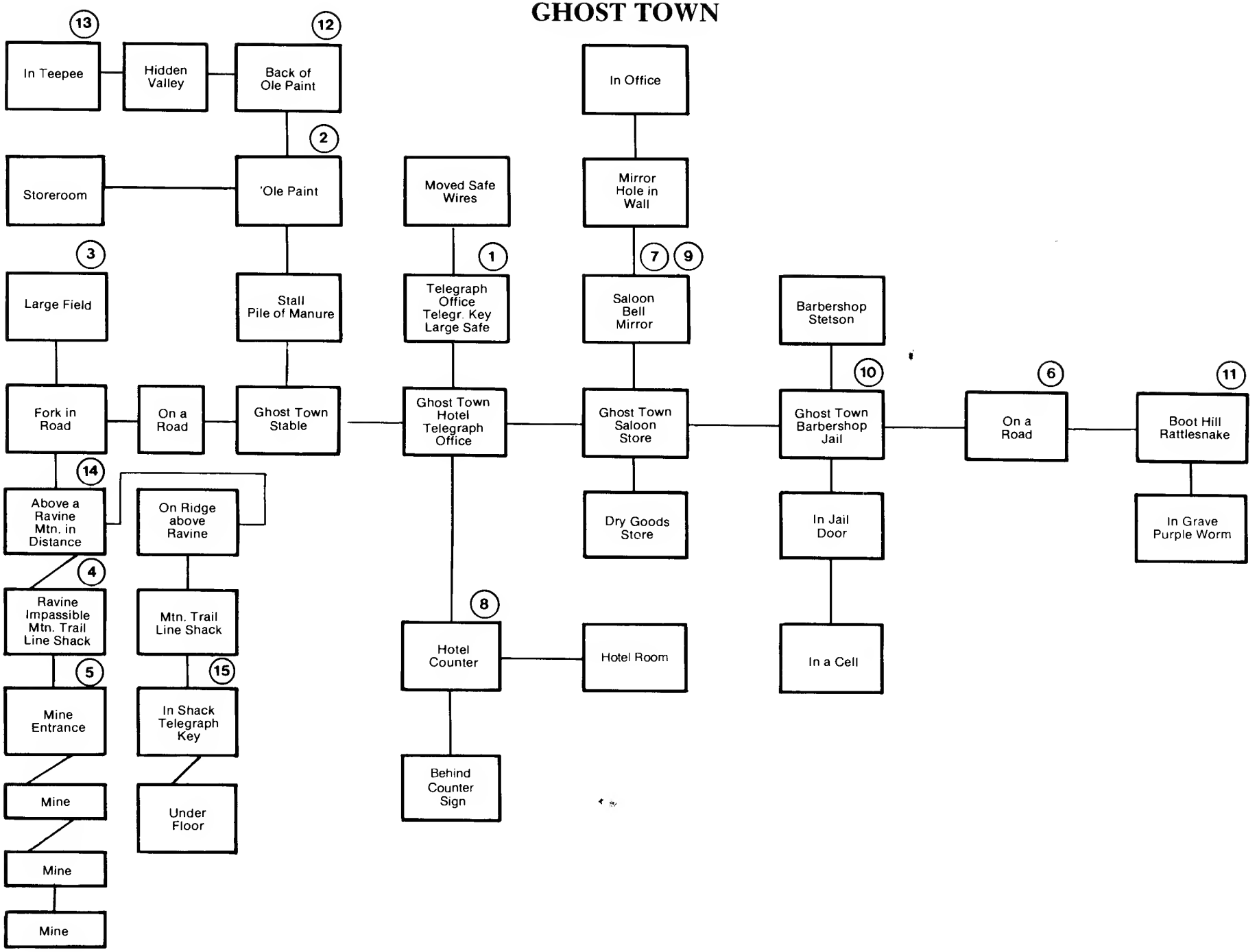
The locale is an Old West town, complete with saloon, hotel, telegraph stations, a jail, Boot Hill, an Indian, and a piano-playing ghost. Amid this setting lie thirteen treasures which you must find, collect and stash away in the General Store. In a typical Scott Adams' switch, you also get an opportunity for revenge on the Purple Worm.

Playability:

Difficult in spots, and has a game within a game. Once you've solved it, try doing it again. This time try finding the optimum sequence of moves that will earn you the maximum bonus. The two-word syntax has a limited but adequate vocabulary. The text is brief and to the point. The game provides a single, easily made or recalled saved-game.



GHOST TOWN


13
In Teepee
Hidden Valley
12
Back of Ole Paint
2
'Ole Paint
Storeroom
3
Large Field
Stall Pile of Manure
Fork in Road
On a Road
Ghost Town Stable
14
Above a Ravine Mtn. in Distance
On Ridge above Ravine
4
Ravine Impassible Mtn. Trail Line Shack
Mtn. Trail Line Shack
5
Mine Entrance
15
In Shack Telegraph Key
Mine
Under Floor
Mine
Mine
Moved Safe Wires
1
Telegraph Office Telegr. Key Large Safe
Ghost Town Hotel Telegraph Office
8
Hotel Counter
Behind Counter Sign
In Office
Mirror Hole in Wall
7
9
Saloon Bell Mirror
Ghost Town Saloon Store
Dry Goods Store
Hotel Room
Barbershop Stetson
10
Ghost Town Barbershop Jail
In Jail Door
In a Cell
6
On a Road
11
Boot Hill Rattlesnake
In Grave Purple Worm

GOLDEN VOYAGE

Company: Adventure International

Suggested Retail: $39.95

Type: An all-text game, scheduled for revision into a Hi-Res version. Price also includes *Savage Island*, Parts I and II.

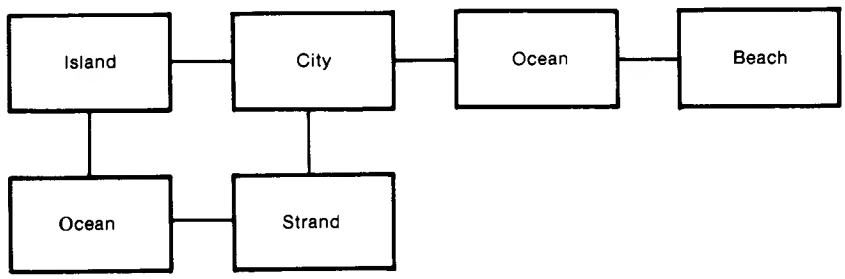
Description:

You have three days to find the potion from the fountain of youth required to restore the aged King. To help you accomplish this mission, you receive enough gold to buy various supplies and the snazzy sailing ship needed to shuttle between the three different islands that make up this game. All three islands seem to contain fountains and some magical stones with which you must contend. Then, if you're lucky or clever enough, you get to meet Cyclops!

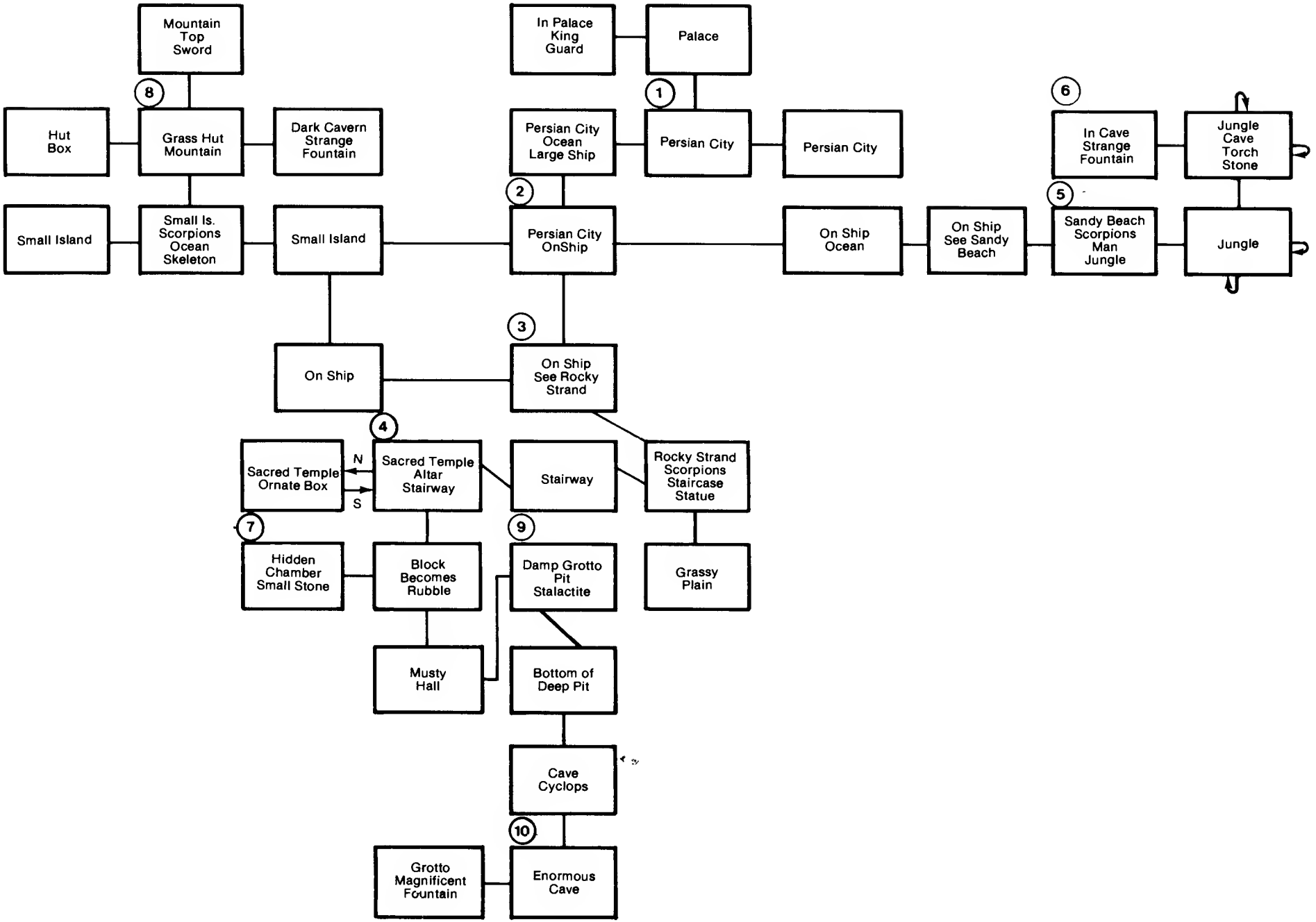
Playability:

Although the twelfth and last of the original Scott Adams adventures, this isn't one of the harder ones. The degree of difficulty does pick up a bit at the end. The story line is above average, but the relatively slow and jerky nature of the screen display updates indicates that the basic program shell used for these games has just about reached its limits. The two-word syntax has a limited but adequate vocabulary. The text is brief and to the point. The game permits a single easily made or recalled saved-game.

Map Overview



GOLDEN VOYAGE



GRUDS IN SPACE

Company: Sirius Software, Inc.

Suggested Retail: $39.95

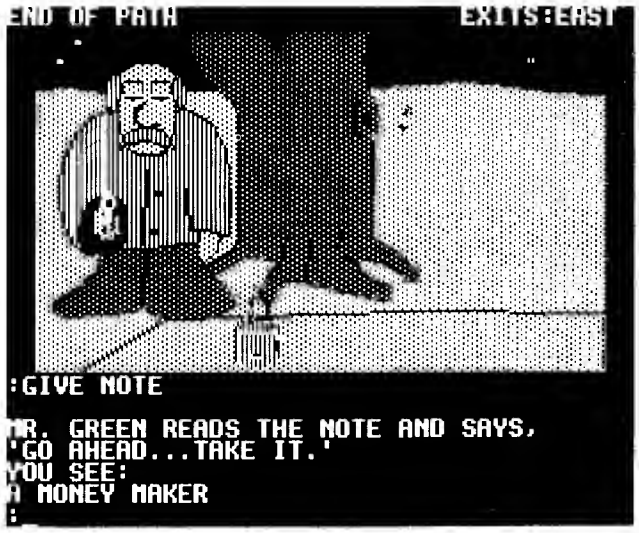
Type: A Hi-Res adventure with color graphics, animation and Hi-Res text.

Description:

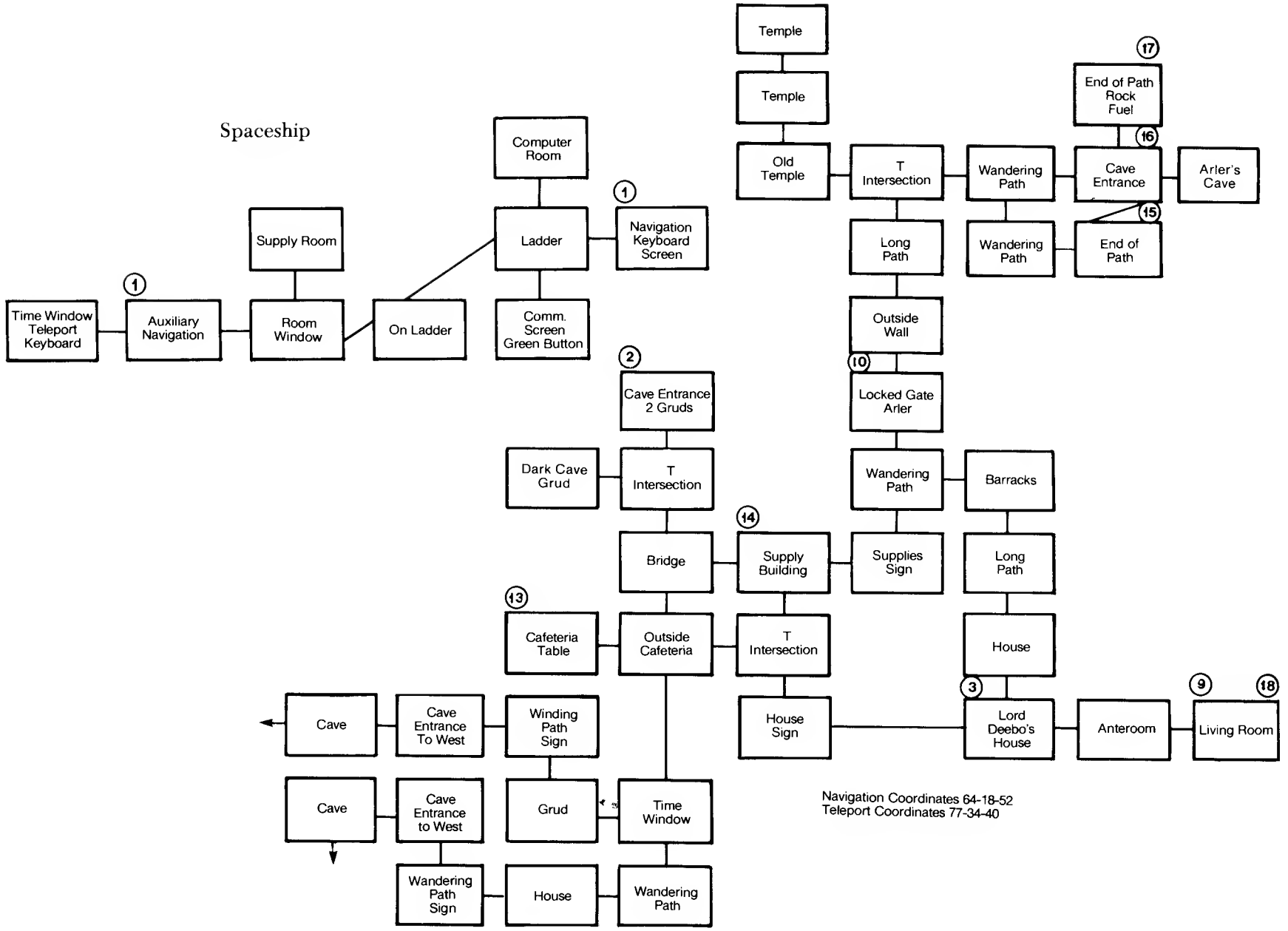
Whimsy and fast moving graphics mark this game in which you, the skipper of a space freighter, head for Saturn to pick up a load of fuel for urgent delivery to Pluto. Along the way, you make several side trips to Venus and Titan and encounter a couple of alien space ships as well as some friendly characters and a couple of creeps. The sound effects aren't bad, either.

Playability:

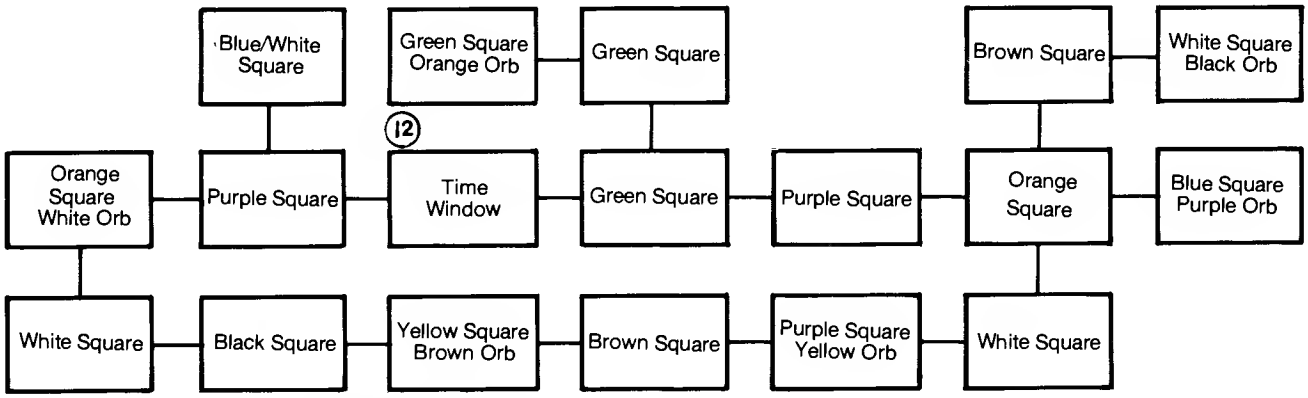
A rather tough game, partly because of the horrid vocabulary and partly because you only get one move to guess right before horrible things happen. Kids will thoroughly enjoy the comic-strip like characters, but may need a lot of help from dad, who will probably also have a tough time in spots. Be sure to make frequent use of the well-implemented save-game capability.



GRUDS IN SPACE

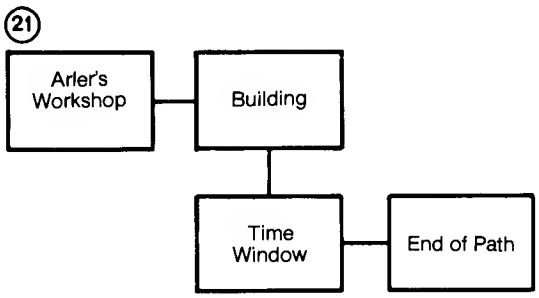


GRUDS IN SPACE
Continuation



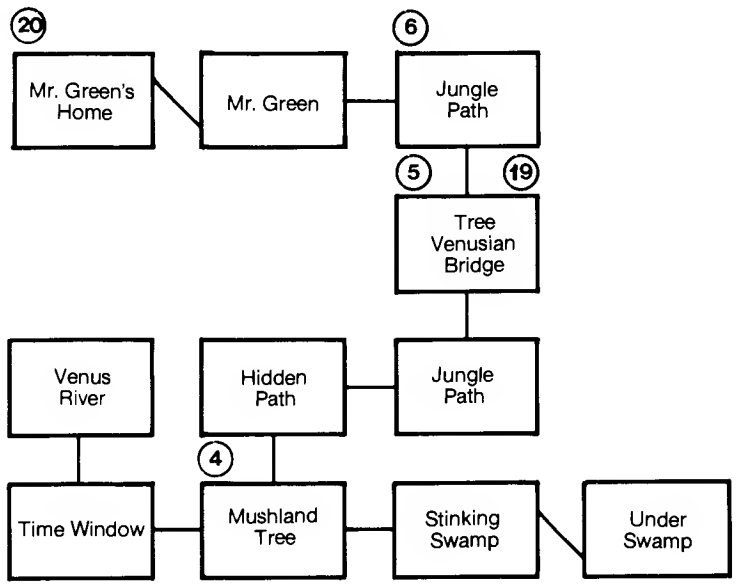
Alien Ship near Venus

Navigation Coordinates 96-17-14
Teleport Coordinates 66-12-15



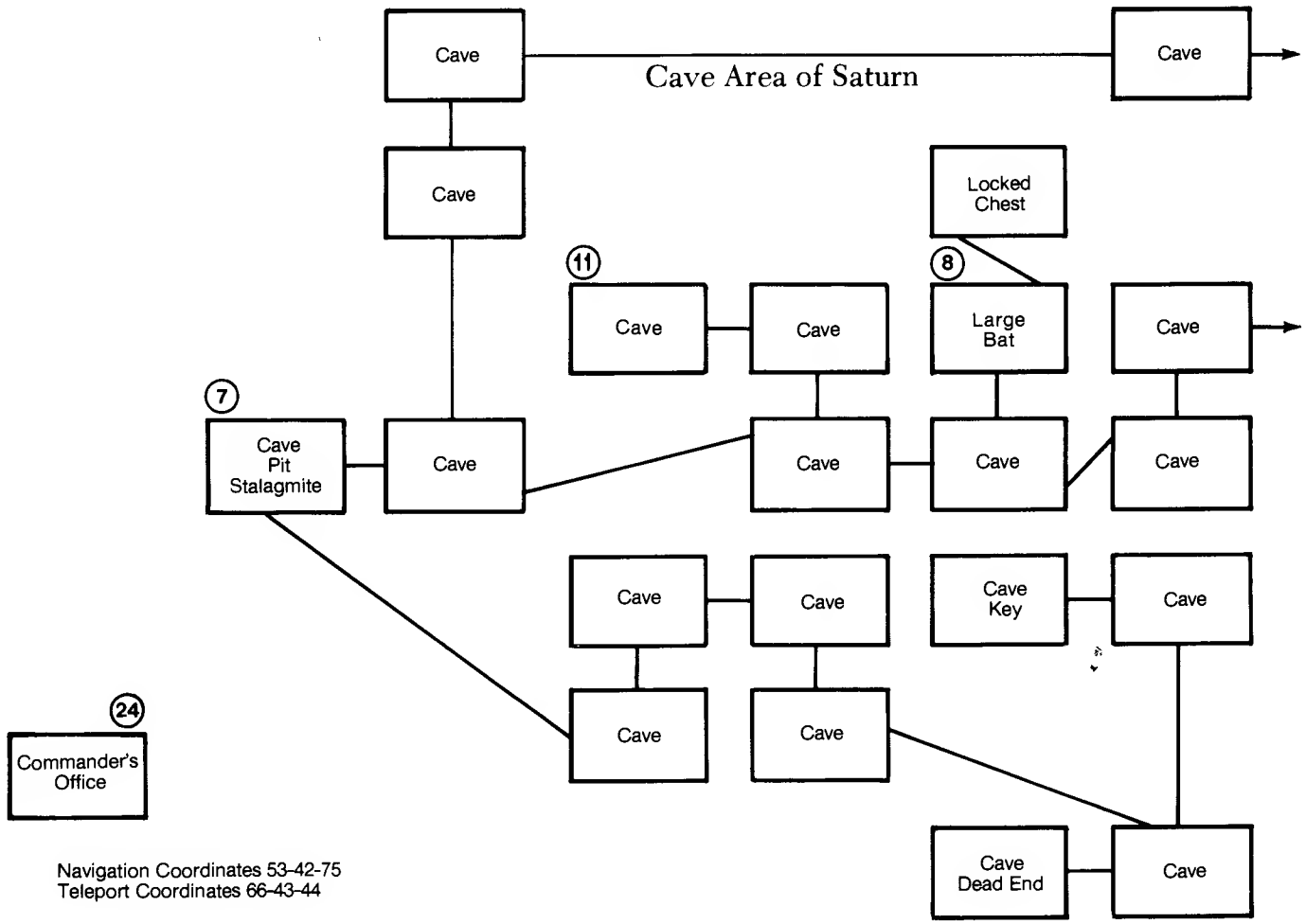
Titan

Navigation Coordinates 70-10-24
Teleport Coordinates 14-93-96

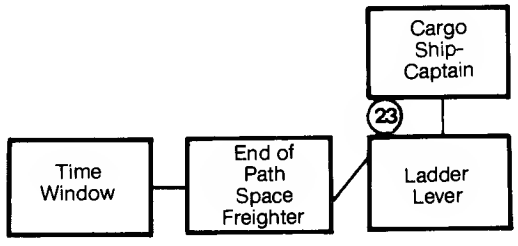


Venus

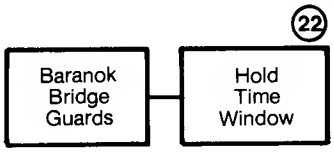
Navigation Coordinates 96-17-14
Teleport Coordinates 82-13-64



Navigation Coordinates 53-42-75
Teleport Coordinates 66-43-44



Navigation Coordinates 18-98-32
Teleport Coordinates 34-76-21



Navigation Coordinates 18-98-32
Teleport Coordinates 36-24-35

INFIDEL

Company: Infocom, Inc.

Suggested Retail: $49.95

Type: All-text adventure.

Description:

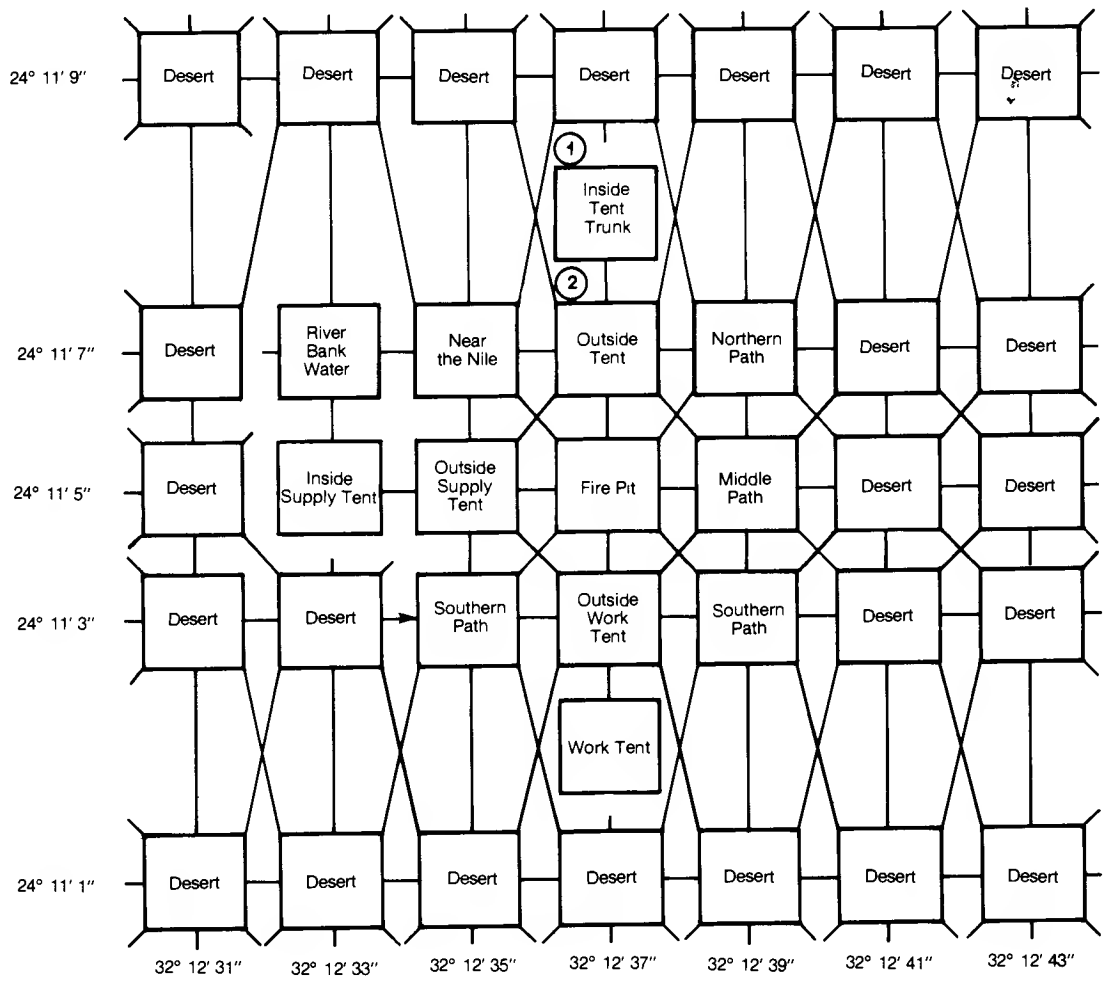
Despite the old theme, you'll find lots of new twists and tough puzzles in this game. You are a not-too-bright archaeologist (in this case, a polite term for grave robber) bent on finding the vast treasures of an Egyptian Queen's pyramid, rumored to lie not far from your camp in the otherwise endless sand. Before it's over, you'd better get a lot smarter if you hope to cope with the devilish traps that the Queen has set for you. Well written, with very interactive puzzles, some given away by the hieroglyphics—if you can read them!

Playability:

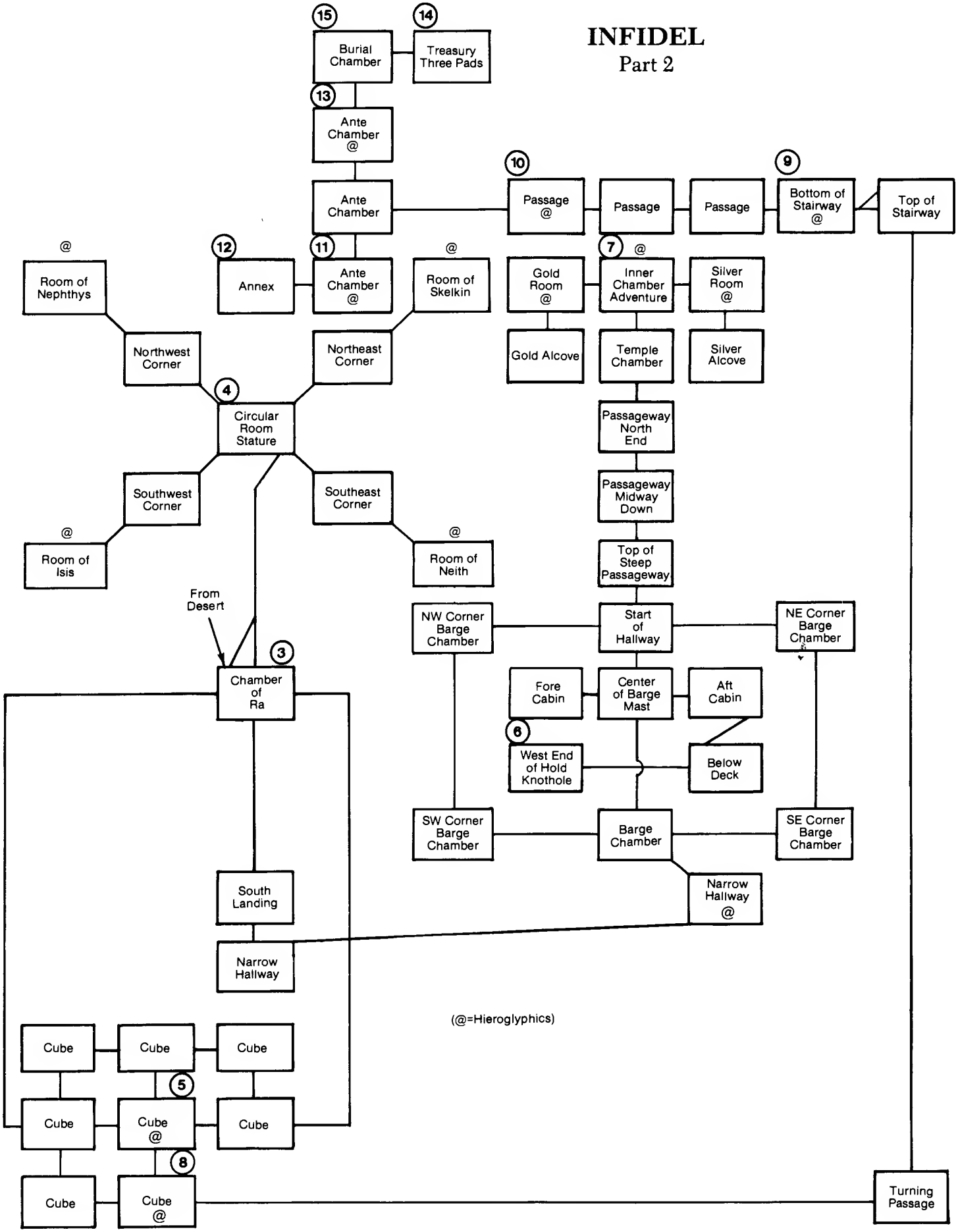
Thoroughly enjoyable and fun to play, using the excellent parser, vocabulary and save-game capability now so familiar to Infocom game lovers. You'd better stay alert toward the end of this game if you hope to arrive at the rather unusual ending.

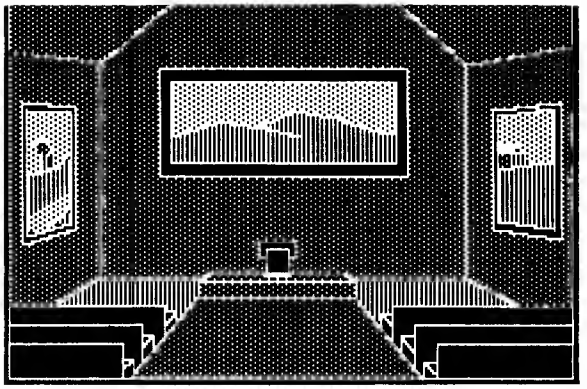
INFIDEL

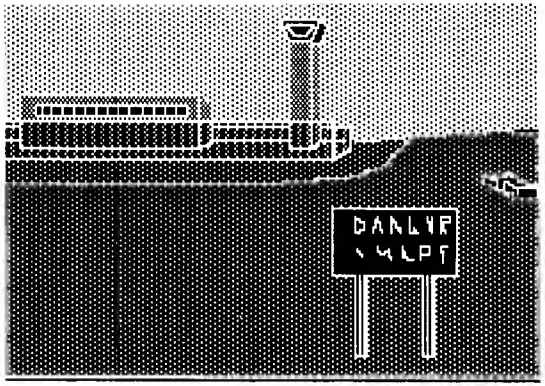
Part 1



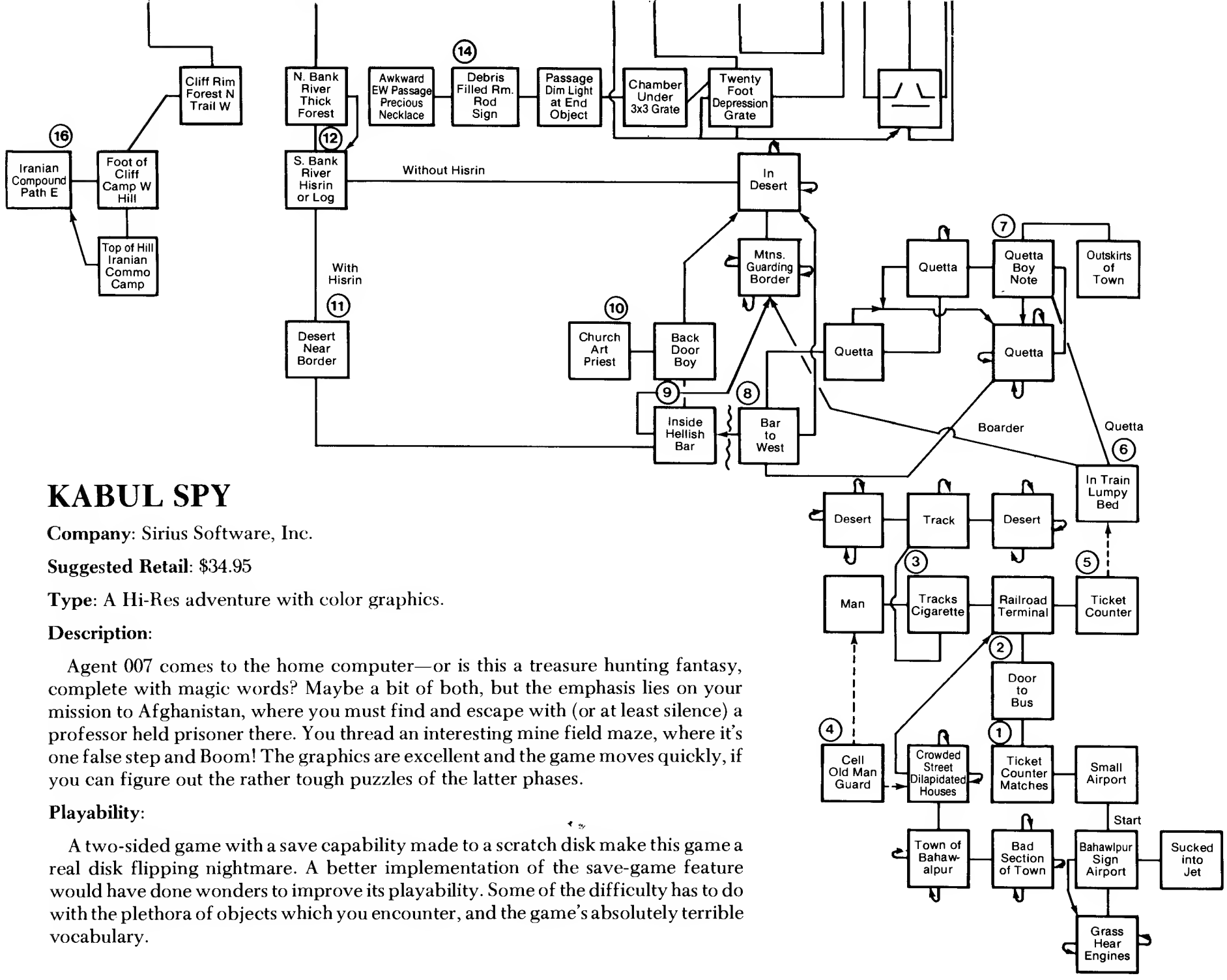
INFIDEL
Part 2







Cell Professor
Prison Tower Fence
26
Prison Tower Fenced
27
Jail Cells Bars
Mess Hall
24
Mine Field
25
Jeep Bullet
Prison Concrete Area
South of Mine Field Sign Prison
23
Dead End Dirt Shovel
Path Hole
Mtn. Ravine Trail
Intersection of 2 Tunnels
17
Rebel Strong-Hold Silver Bar
27
Confluence of Tunnels Iron Door
Dark Cavern Emerald
28
E.W. Tunnel Trap Door
22
Tavern of Sorts Bartender
City of Kabul House on Hill Road Curves
Foothills NE of City
29
Rugged Mtn. Trail Up-Down
Underground Chamber Tunnels
Mine Entrance Tunnel Sign
In Tree Smoke to East
Dense Forest Steep Trail
Burned Forest Desolate
City of Kabul Near Helicopter
20
Cave Rifle Diamonds Drawing
Forest Trail Dark Cave
Dense Forest Smoke
19
Tank Man
Major Cross-road
21
Between Two Crossroads Bridge
Bridge
East West Road Thru Small Gully
Crossroads Well-Travelled
31
Outside Lg. Gate Airfield Paths
32
Old Runway MIG 21
33
In MIG-21
30
Corner Wall is NE Device
Meadow Green Grass
Top of Hill
Town Visible Beyond River
In Tank Oil Cutters
S. Flank Mtn. Range Spring
18
Grud Den Sign Gold
Rim of Cliff Handhold
Mtn. Pass Sheer Walls Sound of Water
13
Inside Bldg. Keys-Food Lamp-Wtr.
Building Stream Flows Out
Forest
15
Tunnel Scratch Marks
Dark Forest Paths
Town Staff Photo
Sign
Valley Stream Water Disappears
Forest



KABUL SPY

Company: Sirius Software, Inc.

Suggested Retail: $34.95

Type: A Hi-Res adventure with color graphics.

Description:

Agent 007 comes to the home computer—or is this a treasure hunting fantasy, complete with magic words? Maybe a bit of both, but the emphasis lies on your mission to Afghanistan, where you must find and escape with (or at least silence) a professor held prisoner there. You thread an interesting mine field maze, where it's one false step and Boom! The graphics are excellent and the game moves quickly, if you can figure out the rather tough puzzles of the latter phases.

Playability:

A two-sided game with a save capability made to a scratch disk make this game a real disk flipping nightmare. A better implementation of the save-game feature would have done wonders to improve its playability. Some of the difficulty has to do with the plethora of objects which you encounter, and the game's absolutely terrible vocabulary.

KNIGHT OF DIAMONDS

Company: Sir-Tech Software, Inc.

Suggested Retail: $34.95

Type: Hi-Res fantasy adventure, a mapmaker's delight.

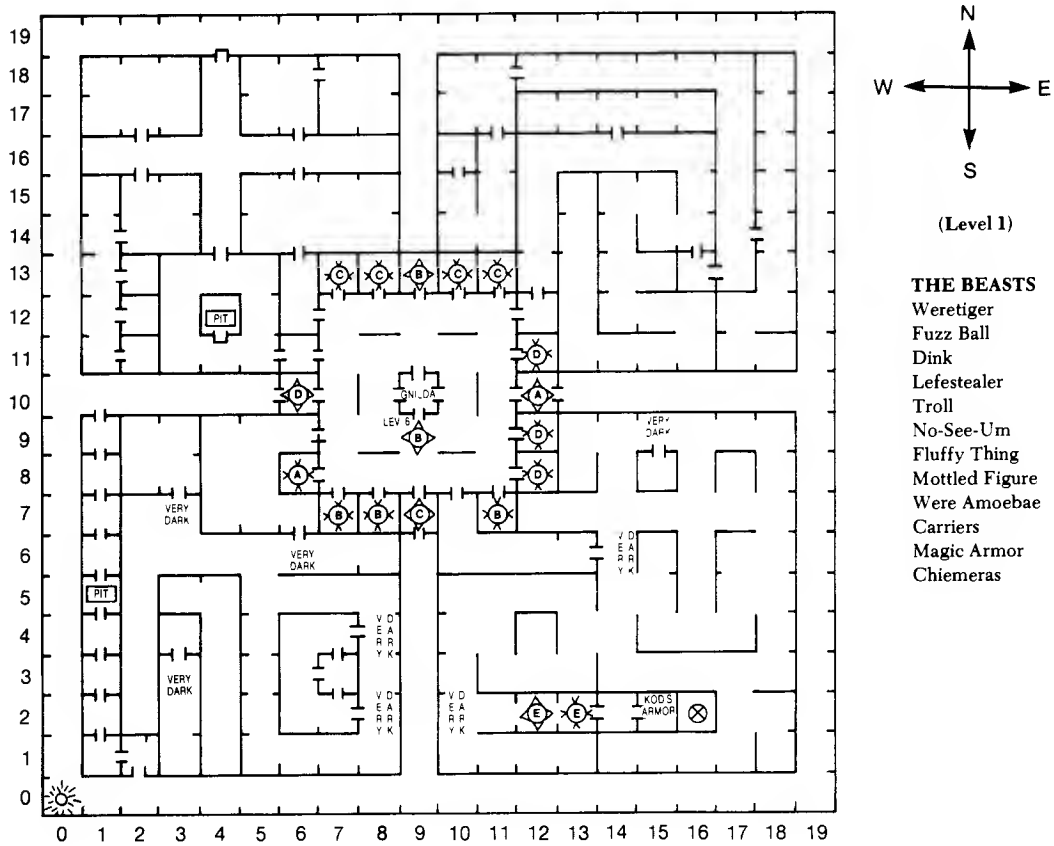
Description:

The second scenario in the already classic *Wizardry* series. You must find and return the Staff of Gnilda to the City of Llylgamyn. To get started, you need developed characters from the Proving Grounds, whom you transfer to the new scenario. In the dungeon you will meet with the No-See-Ums before too long. Worse than these pests are some of the evil creatures that love to take all but one hit point away from your favorite characters.

Playability:

No specific way of solving *Knight of Diamonds* exists, so don't look in the book for one. Map carefully, grow in strength, get to the sixth level. When you're there, remember The Knight of Diamonds and Shield. Don't tackle this one unless you are a *Wizardry* expert and have at least Level 13 characters. *Knight of Diamonds* is the maze-type adventure at its best. You can play with one to six people (with one person acting as the Dungeon Master at the keyboard). It will provide many interesting hours of game fantasy, albeit somewhat repetitive.

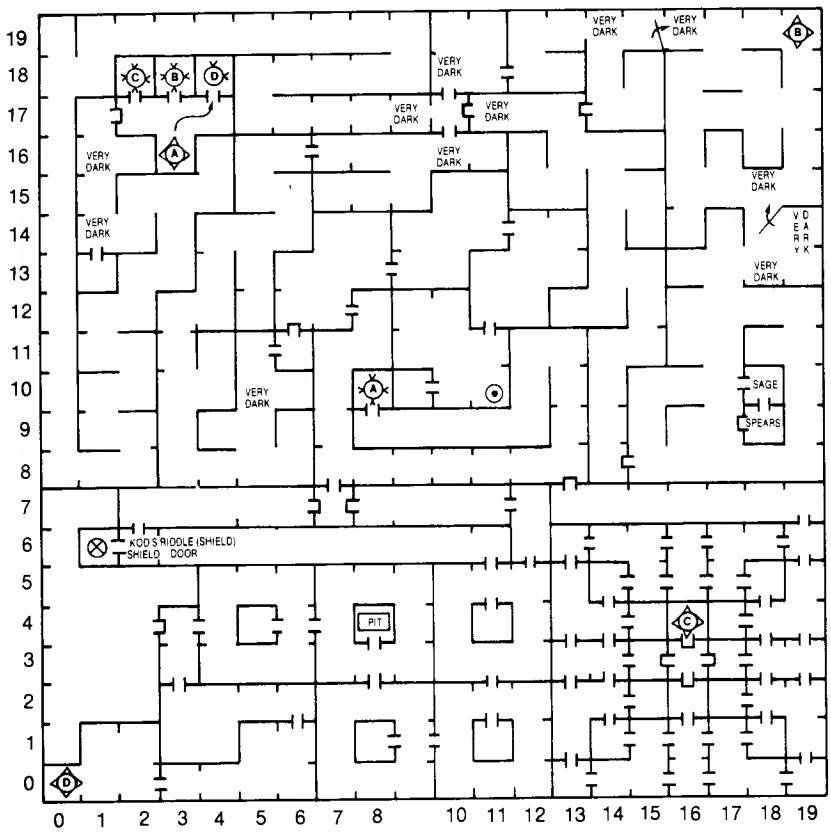
KNIGHT OF DIAMONDS

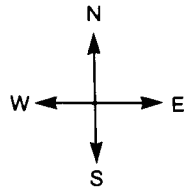


(Level 1)

THE BEASTS
Weretiger
Fuzz Ball
Dink
Lefestealer
Troll
No-See-Um
Fluffy Thing
Mottled Figure
Were Amoebae
Carriers
Magic Armor
Chiemeras

KNIGHT OF DIAMONDS

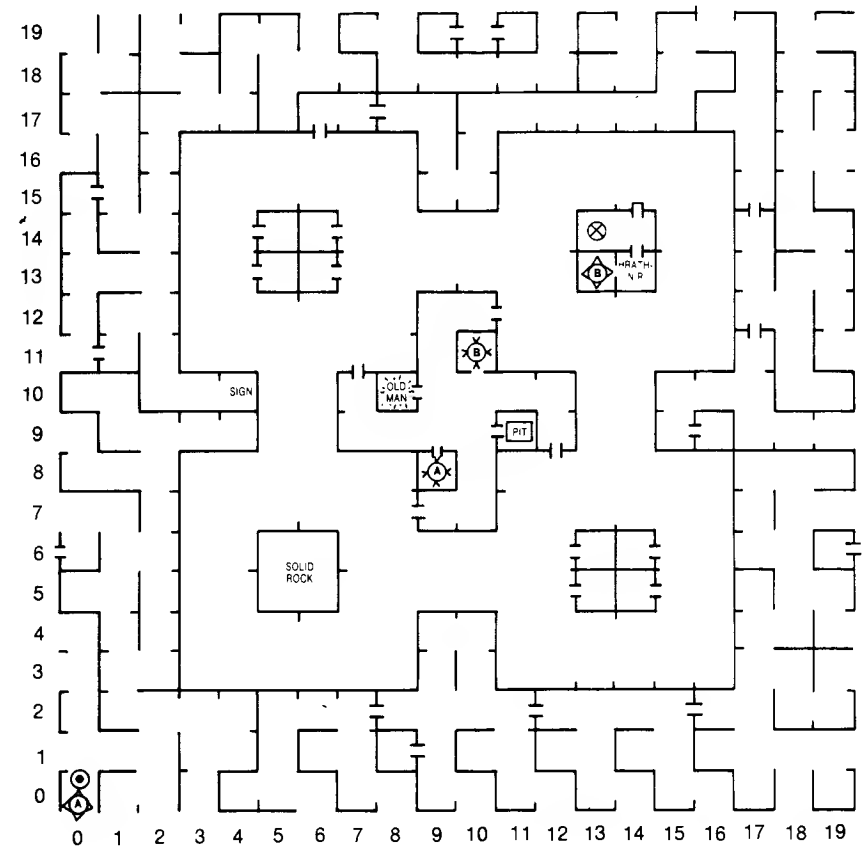


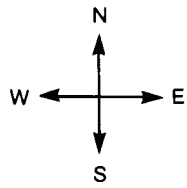


(Level 2)

THE BEASTS
Rhind Beetle
Scorpion
Nightstalker
Evil Eyes
Ogres
Ogre Lords
Gaunt Figure
Magic Shield
Gorgons
Wyverns
Lesser Demons

Flame Rod
Jeweled Amulet
Amulet of Skill
Dreamers Stone



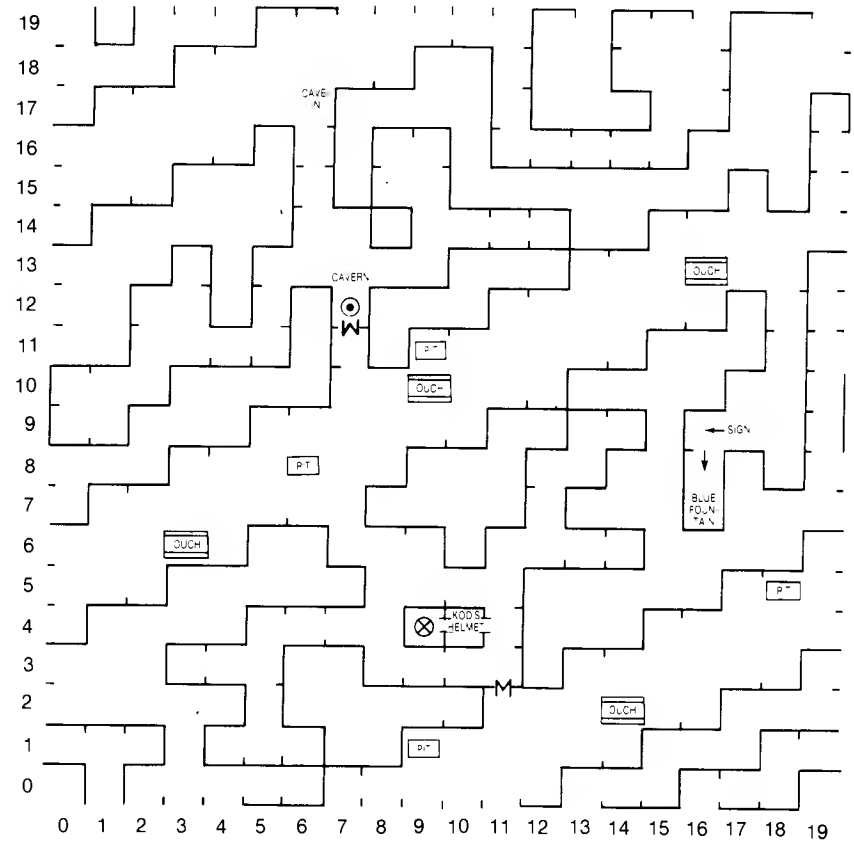


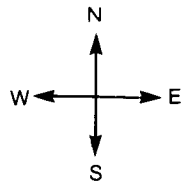
(Level 3)

THE BEASTS
Giant Vipers
Murphy's Ghost
Bleepers

OBJECTS:
Broad Sword—Hrathnir

KNIGHT OF DIAMONDS





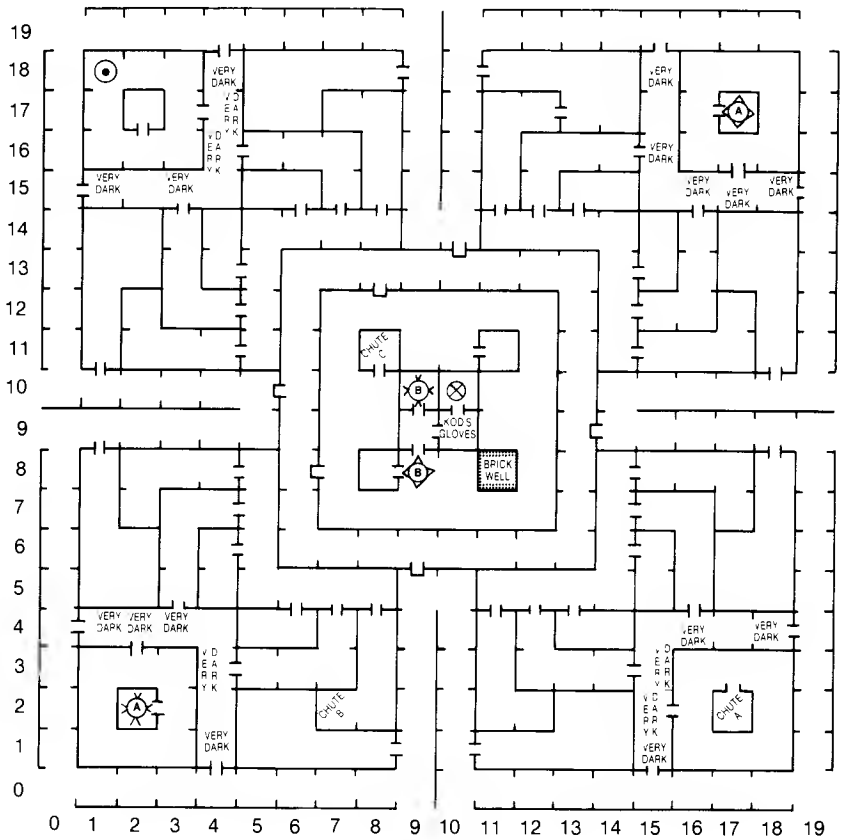
(Level 4)

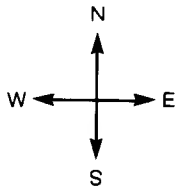
THE BEASTS

Acid Slimes
Will O'Wisps
Giant Zombies
Were Bats
Giant Bats
Foaming Molds
Succubi
Constrictors
Magic Helmet (Kod's)

OBJECTS:

Amulet of Skill
Mace Pro Poison
Amulet/Makanito



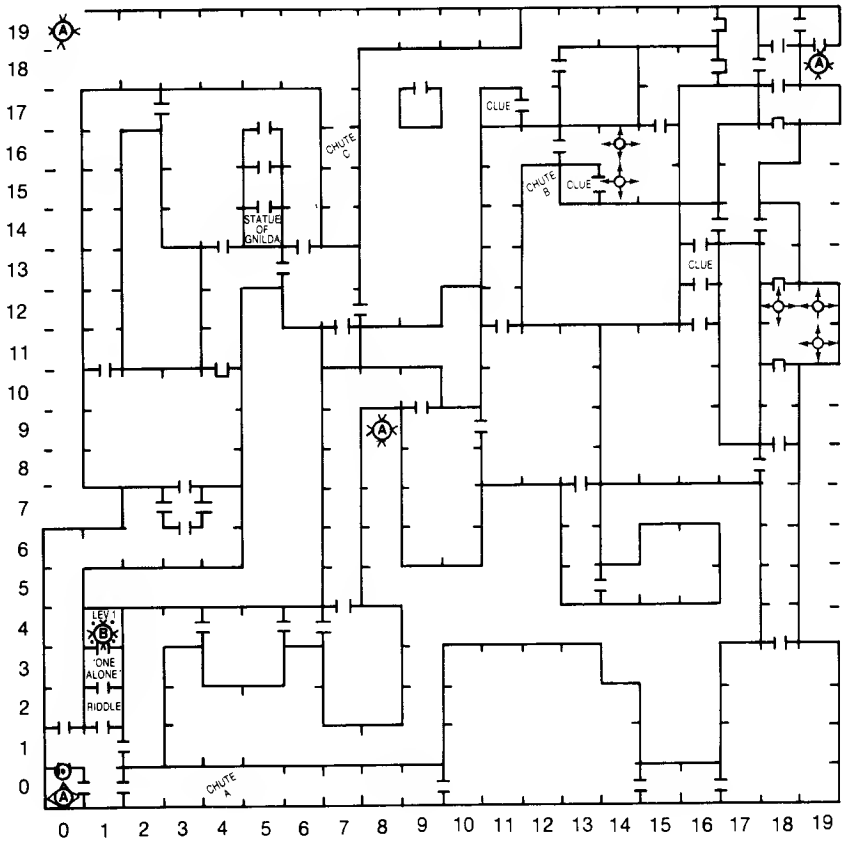


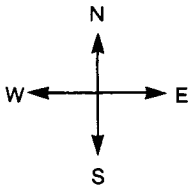
(Level 5)

THE BEASTS

Wasp Swarm
Scrylls
Evil Eyes
Giant Zombie
Succubi
Fire Dragons
Fire Giants

KNIGHT OF DIAMONDS





(Level 6)

THE BEASTS

Blobs
Flack
High Wizards
Air Giants
Hatamoto

OBJECTS:

Staff of Light
Mind Stone
Damien Stone

SYMBOLS

STAIRS DOWN

STAIRS UP

ONE WAY DOOR

ONE WAY PASSAGE

N.D. NO DOOR

SPINNER

TELEPORT FROM LEV 5

TELEPORT TO LEV 3

PIT OUCH

LOOKING EAST APPEARS ENDLESS (N.D.)

CLOSING PANEL

NOTE

INVISIBLE DOORS SHOWN NORMAL

LABYRINTH OF CRETE

Company: Adventure International

Suggested Retail: $29.95

Type: All-text adventure.

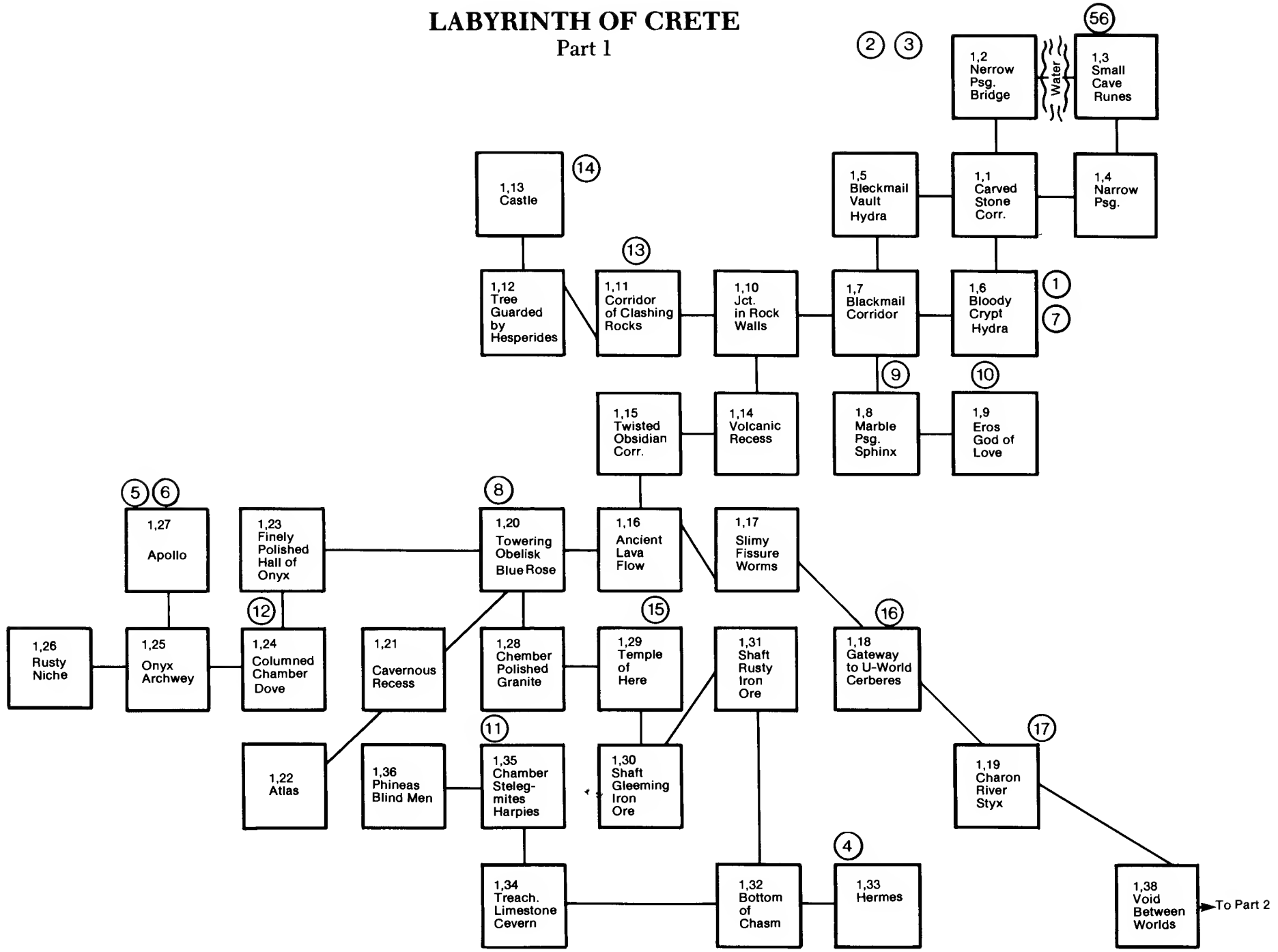
Description:

Two independently controlled characters, Jason and Hercules, represent your alter ego. Your mission: to recover the Golden Fleece. Doing so, you earn the respect of the inhabitants of Mount Olympus, who grant you access to that exclusive area. You'll explore three different worlds, solve a plethora of puzzles, and encounter most of the gods, goddesses, and creatures of Greek mythology. You don't have to know anything about mythology, nor will you learn anything about it from the game.

Playability:

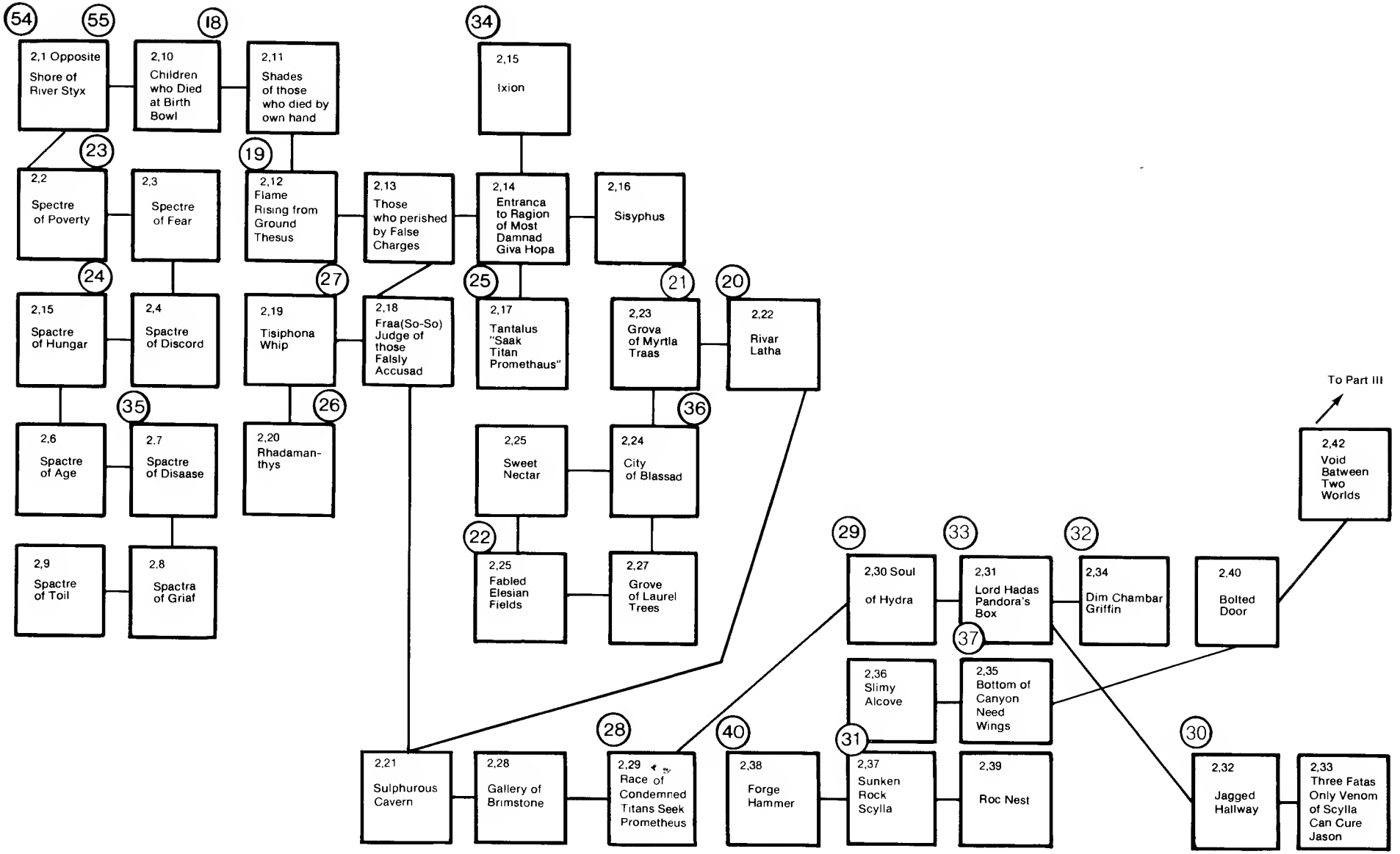
The concept of interacting characters who can combine their talents to solve a given puzzle is an innovation in adventure games. Unfortunately, this game's implementation falls short of its conceptual promise. You can solve the majority of puzzles simply by Giving or Dropping the right object at the right location; you can only use most objects in the world in which you find them. The game is long and not too difficult, but reasonably fun to play and has more puzzles than you can shake a stick at.

LABYRINTH OF CRETE
Part 1

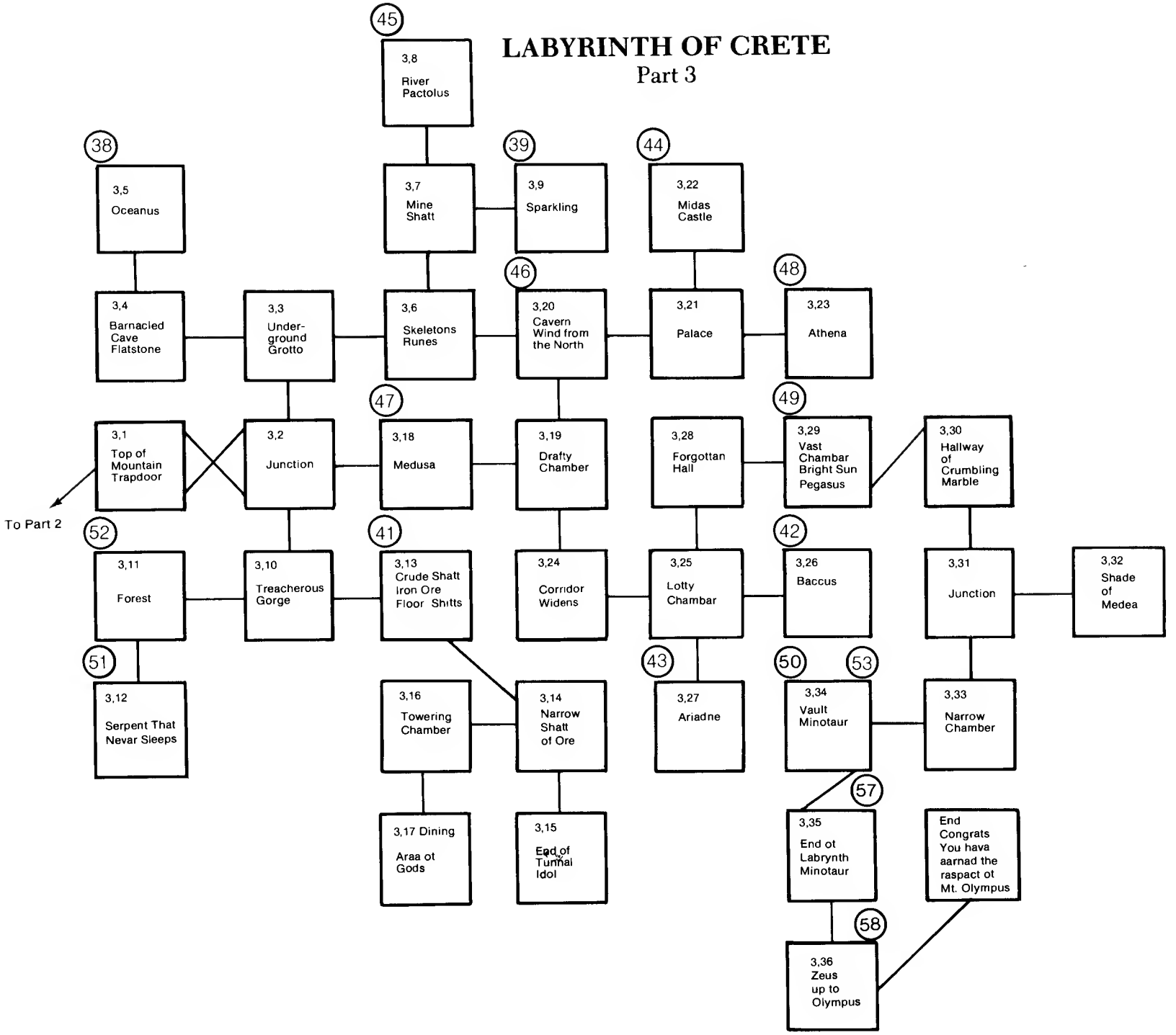


LABYRINTH OF CRETE

Part 2



LABYRINTH OF CRETE
Part 3



LEGACY OF LLYLGAMYM

Company: Sir-Tech Software, Inc.

Suggested Retail: $39.95

Type: A Hi-Res fantasy.

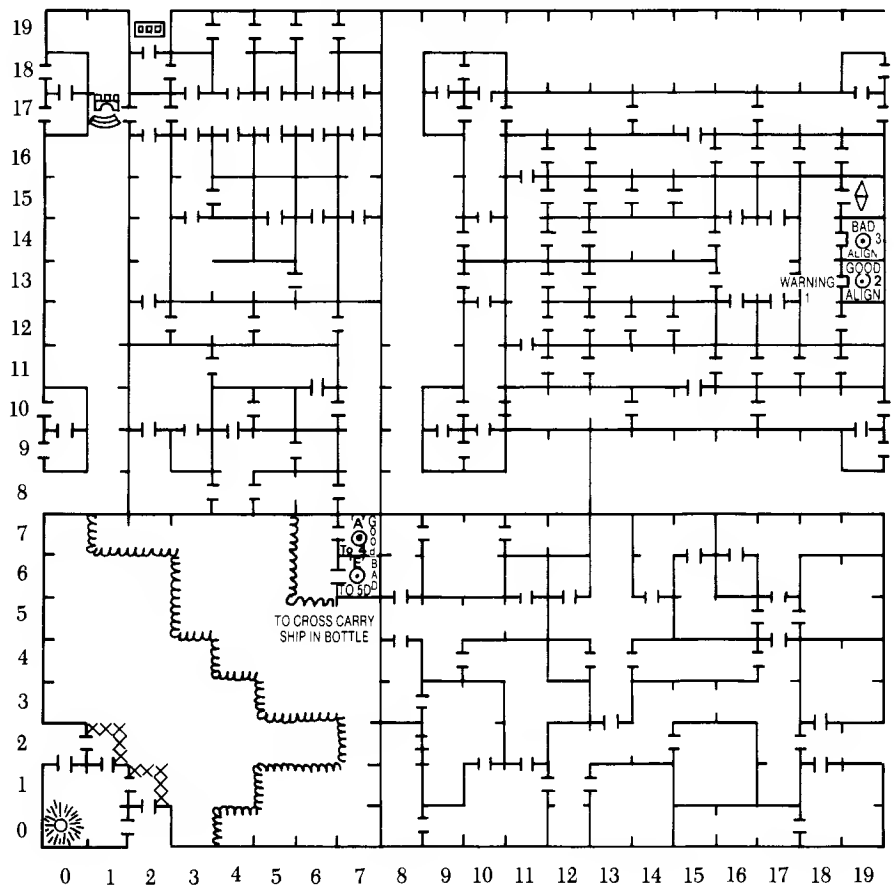
Description:

Third in the *Wizardry* series, and another map-maker's delight with six additional levels. Evil times have again befallen the kingdom and famed warriors, such as yourself, are called on to find the mystical orb hidden deep within a dragon's mountain lair. The orb possesses the power to reveal the source of danger, and therein lies the hope of the world. The graphics look better than ever, and those of the introduction are nifty indeed. A few more puzzles appear in *Llylgamyn* than did before, mostly in the form of not-too-difficult riddles.

Playability:

You need the basic *Wizardry* disk in order to create characters, who must then undergo the Rite of Passage Ceremony. Then you can enjoy the fine graphics. If you've played prior games with a single alignment, you'll need to change your thinking as both "good" and "evil" parties of characters are required for success. There's still no way to save the game in the bowels of the dungeon.

LEGACY OF LLYLGAMYN

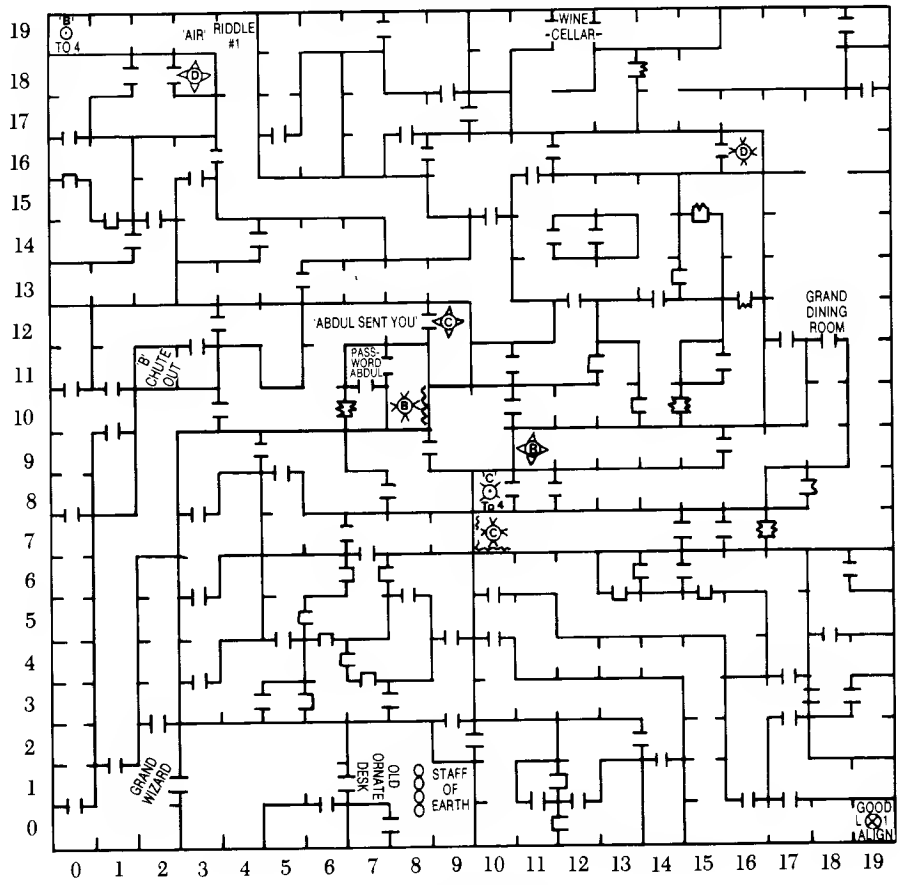


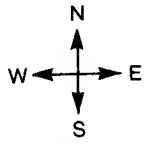
(Level 1)

THE BEASTS:

High Corsair
Garian Raiders
Giant Serpents
Slimy Thing
Garin Priests
Anacondas
Garian Captains
Giant Slug
Strange Plants
Crawling Kelp
Dusters
Shadowy Figures
Garian Mages
Moat Monsters
Large Snakes
Unseen Entities
Poltergeists
Garian Guards
Corsairs

LEGACY OF LLYLGAMYN



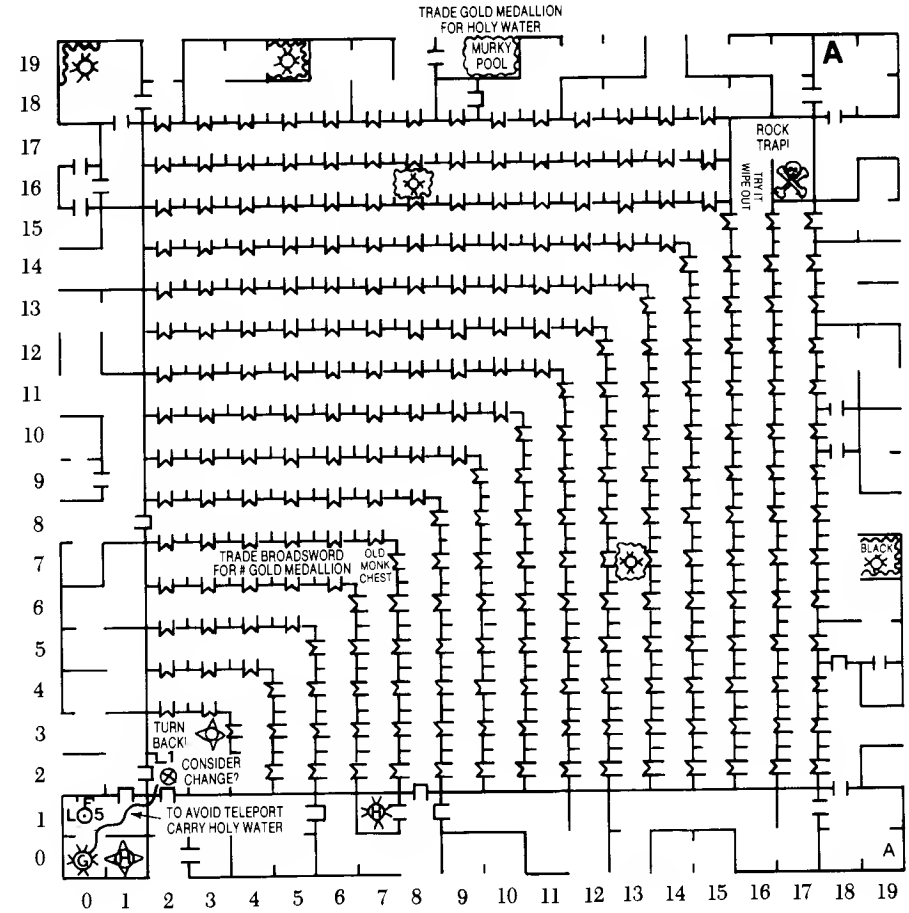


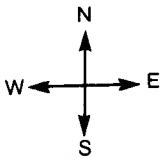
(Level 2)

GOOD ALIGNMENT

THE BEASTS:

Komodo Dragons
Looters
Pole
Friars
Dark Steed
Were Vulture
Men in Black
Harpies
Strangler Vines
Men in Leather
Goblins
Hobgoblins
Strange Animal
Banshees
Ashers
Ninja
Witch
Women in Robes
Men in Arms
Vultures
Strange Birds
Shadowy Figures
Mummies
Gaunt Figures
Ronin
Men in Armor



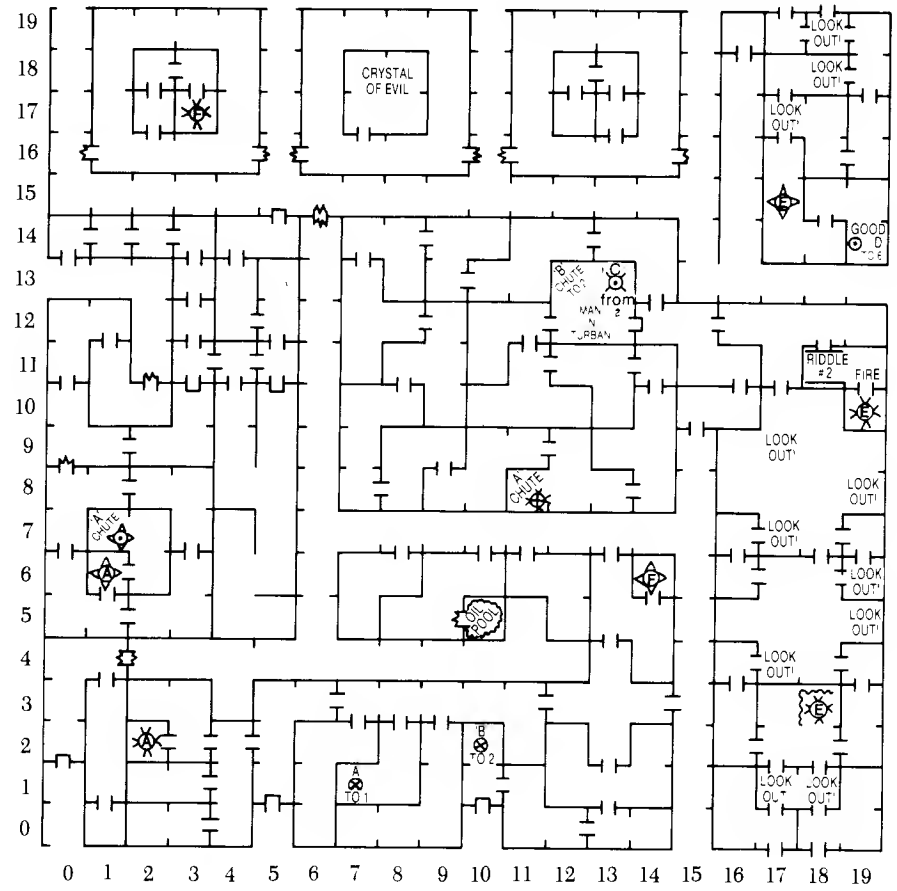


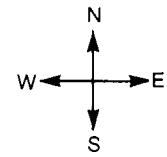
(Level 3)

EVIL ALIGNMENT

THE BEASTS

Ronin
Dusters
Ashers
Bengal Tigers
Mummies
Leprechaun
Were Vultures
Witches
Pixies
Men at Arms



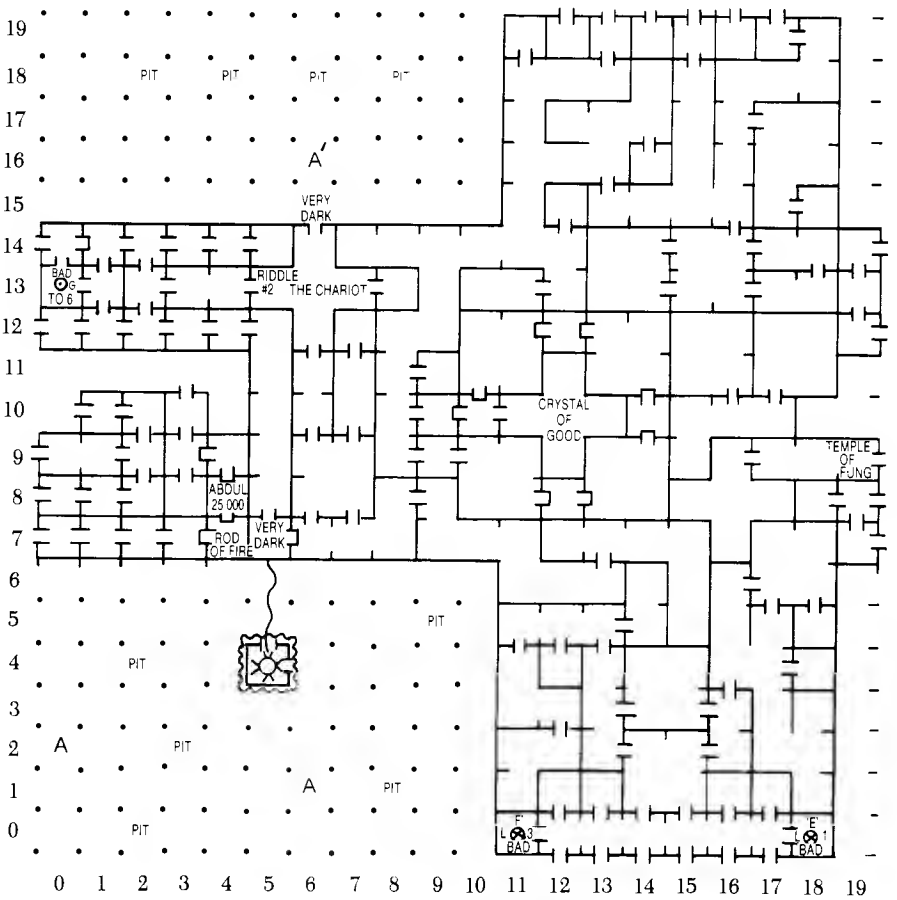


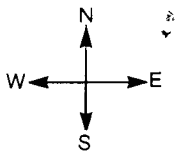
(Level 4)

GOOD ALIGNMENT

THE BEASTS

Wights
Ronin
Necromancers
Delf's Minions
Delf
Friars
Master Ninja
2-Headed Snakes
Romodo Dragons
Dark Steed
Dark Rider
Banshees
Men at Arms
Giant Ants
Goblin Princes
Dwarf Fighters
Strangler Vines
Goblins
Hobgoblins
Goblin Shamans
Cockatrice
Acolytes
Were Tiger
Bengal Tigers
Strange Animals
Burglars
Giant Leech
Slimy Thing





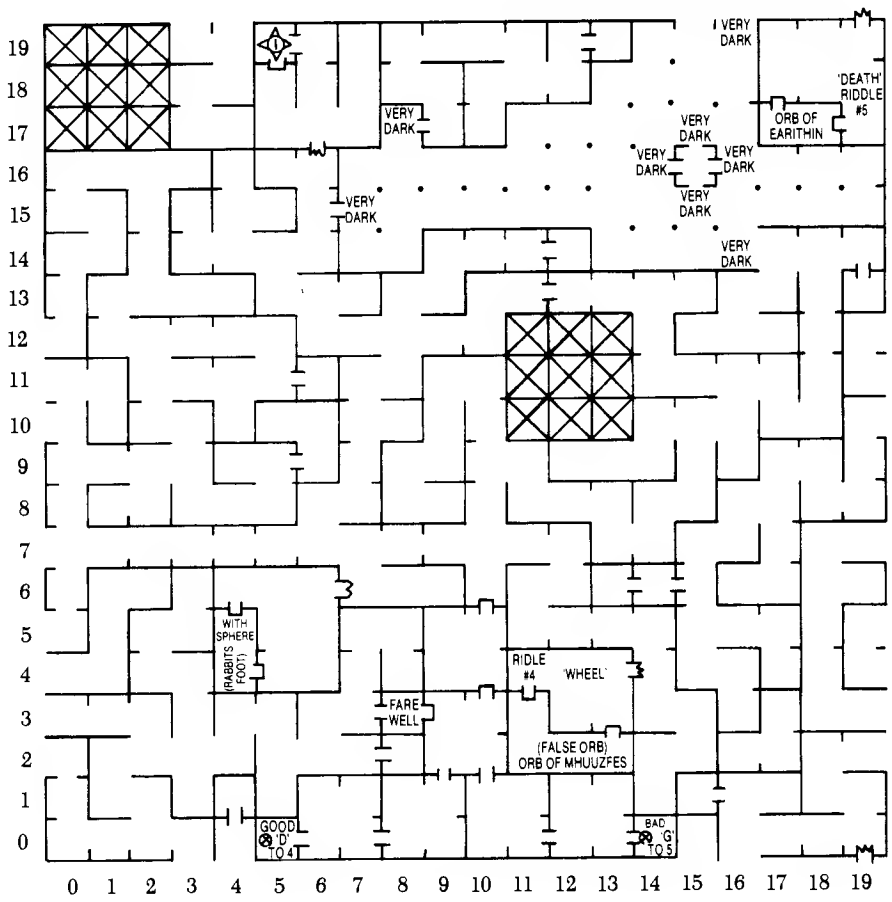
(Level 5)

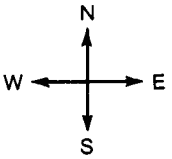
EVIL ALIGNMENT

THE BEASTS

Unicorn
Giant Leech
Samuria
Bengal Tigers
Were Tigers
Tien Lung
Priests of Fung
Komodo Dragons
Fairies
Wights
Angels
Vultures
Giant Ants
Strangler Vines
Roc
Unicorn
Seraph
Crusaders
Crusader Lords
Dwarf Fighters
Acolytes

LEGACY OF LLYLGAMYN





(Level 6)

THE BEASTS
Unicorn
Seraph
Archangel
Burglars
Wights
Ghasts
Nifune
Gnone Priests
Anacondas
2-Headed Snakes
Hydra
Giant Gorillas
Doppelgangers
L'Kbreth
Men at Arms
Dwarf Fighters
Berserkers
Elven Mages
Xeno

SYMBOLS

XXX BEACH

WATER'S EDGE

BARRACKS

FORTRESS/MOAT

TELEPORT TO CASTLE

STAIRS UP

STAIRS DOWN

→ ONE WAY DOOR

ONE WAY STAIR

TELEPORT (OUT)

TELEPORT (IN)

INVISIBLE ONE WAY WALL

ONE WAY STAIR—CAN'T RETURN

TELEPORT TO LEVEL 1
0 NORTH, 0 EAST STAIRS
TO CASTLE

ROCK

ILLUSION

A ABDUL'S ETHEREAL TAXI SERVICE - 2500 GP ONEWAY (Level 3)

A' ABDUL'S ETHEREAL TAXI SERVICE—5000 G.P. (Level 5)

MADVENTURE

Company: Micro Lab

Suggested Retail: $34.95

Type: All-text adventure.

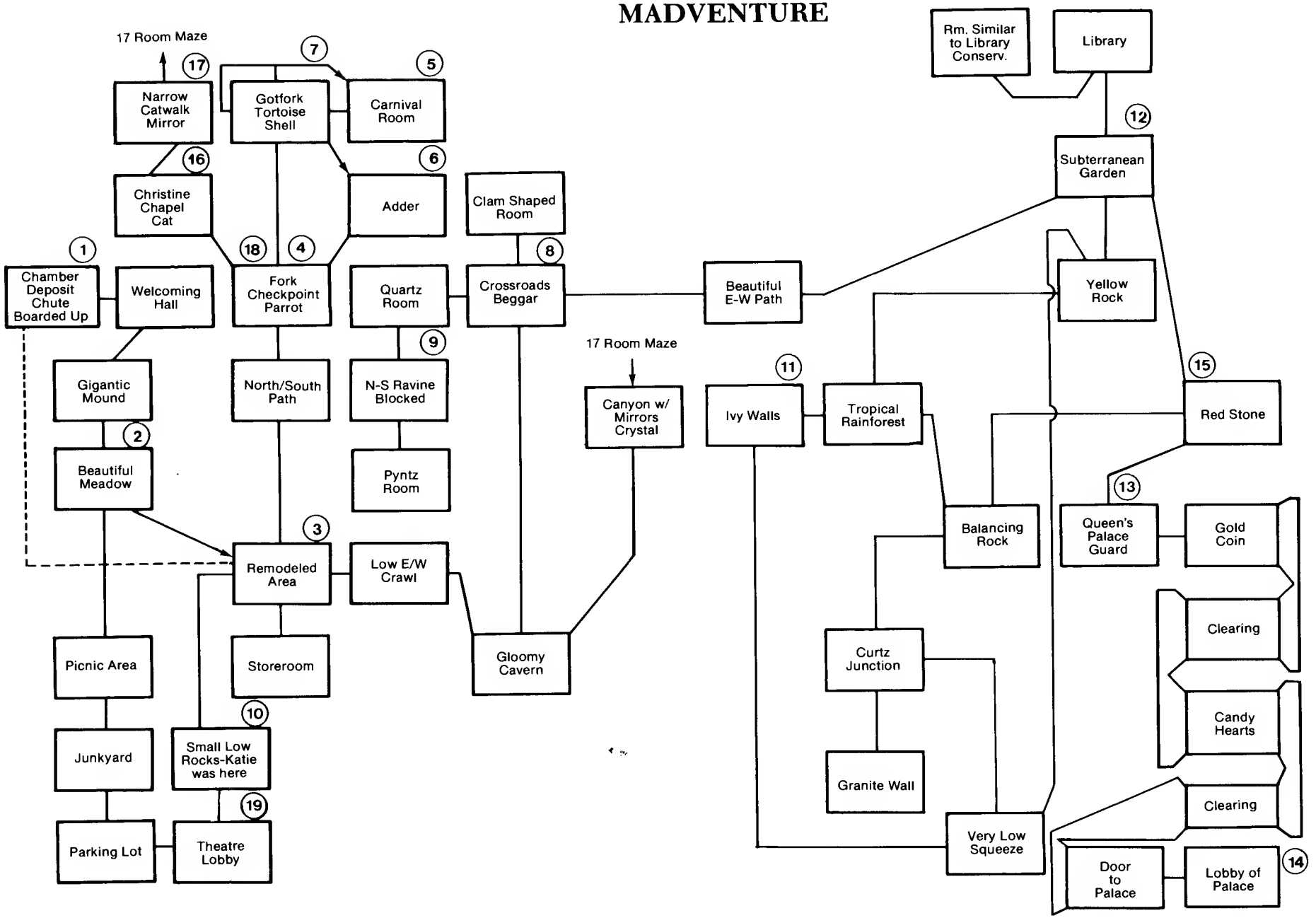
Description:

First, get fifteen treasures to the theater lobby and visit those locations that contribute points to the maximum of 400. Next, accomplish the above in less than 185 moves. This game contains the author's choice of the best single puzzle in all adventuredom.

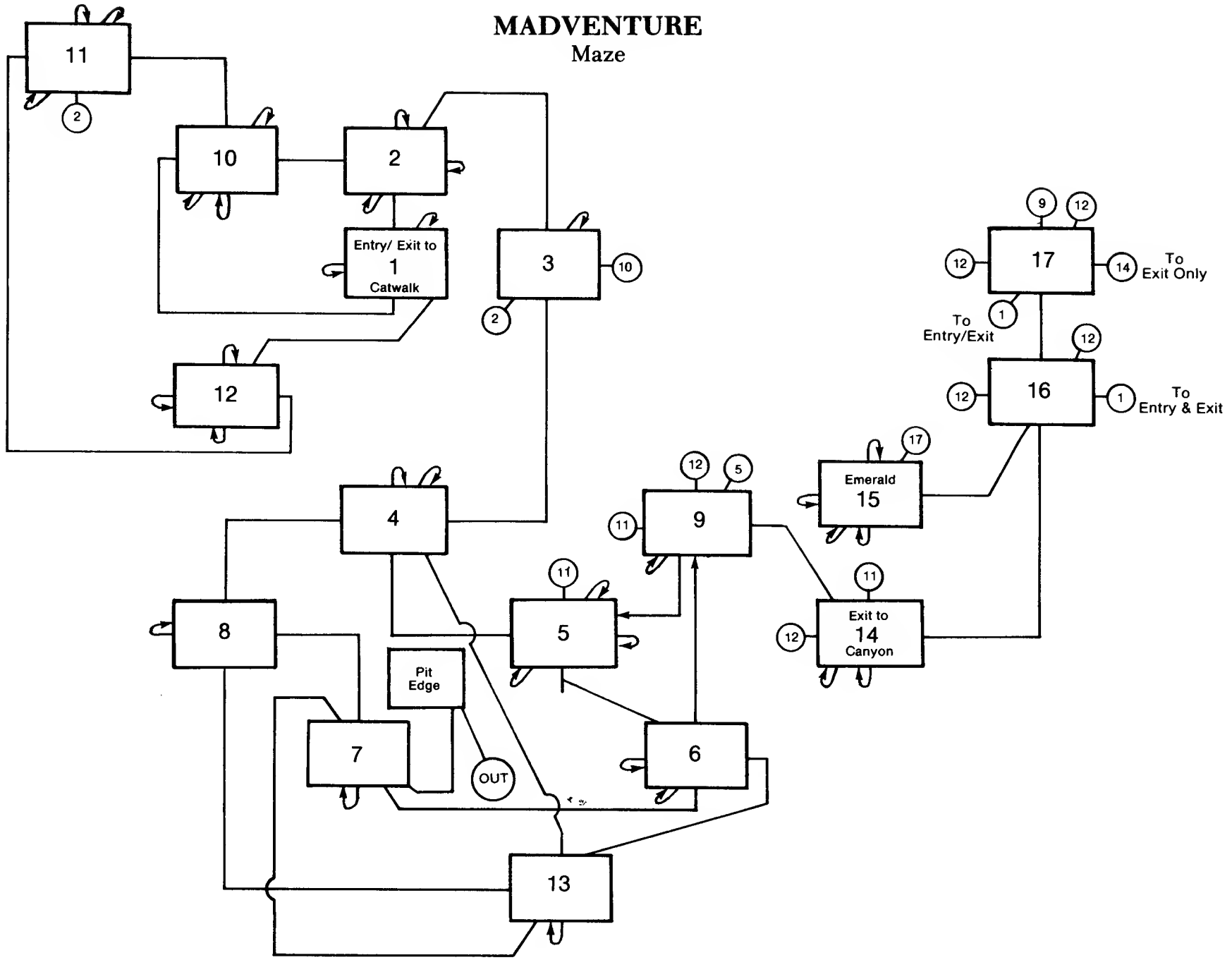
Playability:

Not recommended for beginning or intermediate puzzle-game players. Perhaps the most challenging set of puzzles yet combined into one program, it is some three times the size of typical Scott Adams puzzlers. The system will load a saved-game from a scratch disk. This is a super-tough, crisp game for the puzzle nut!

MADVENTURE


17 Room Maze
17
Narrow Catwalk Mirror
7
Gotfork Tortoise Shell
5
Carnival Room
16
Christine Chapel Cat
6
Adder
Clam Shaped Room
1
18
4
8
Chamber Deposit Chute Boarded Up
Welcoming Hall
Fork Checkpoint Parrot
Quartz Room
Crossroads Beggar
Beautiful E-W Path
Rm. Similar to Library Conserv.
Library
12
Subterranean Garden
Yellow Rock
9
17 Room Maze
11
15
Gigantic Mound
North/South Path
N-S Ravine Blocked
Canyon w/ Mirrors Crystal
Ivy Walls
Tropical Rainforest
Red Stone
2
Beautiful Meadow
Pyntz Room
13
Balancing Rock
Queen's Palace Guard
Gold Coin
3
Remodeled Area
Low E/W Crawl
Clearing
Curtz Junction
Picnic Area
Storeroom
Gloomy Cavern
Candy Hearts
10
Granite Wall
Junkyard
Small Low Rocks-Katie was here
Clearing
19
Very Low Squeeze
Parking Lot
Theatre Lobby
Door to Palace
Lobby of Palace
14

MADVENTURE
Maze



MASK OF THE SUN

Company: Ultrasoft

Suggested Retail: $39.95

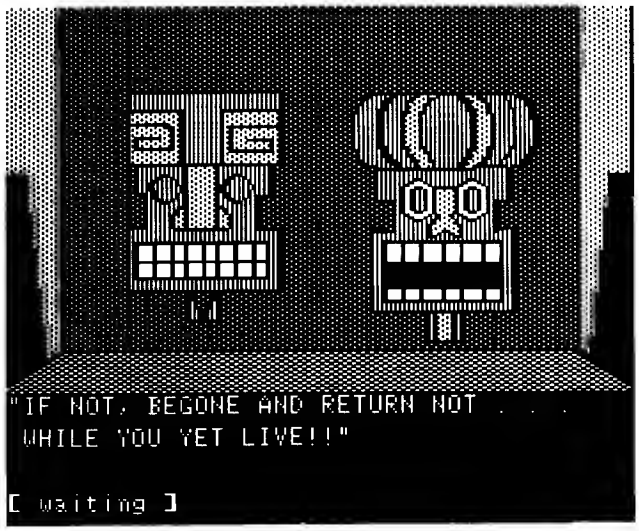
Type: An animated Hi-Res adventure with color graphics and Hi-Res text.

Description:

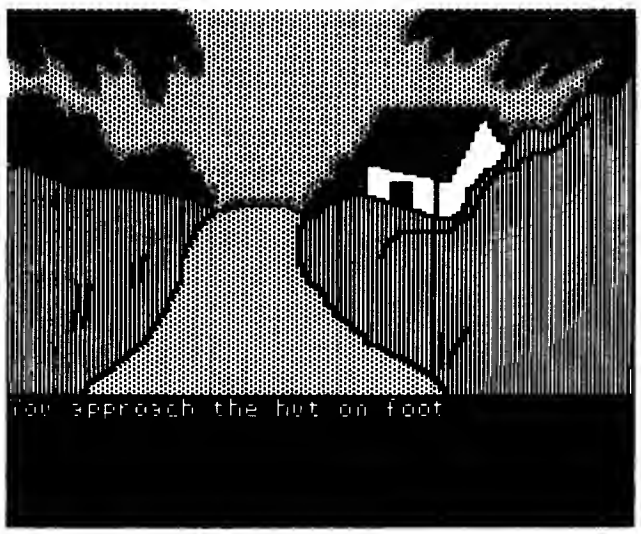
You as Mac Steele must find the legendary Mask to cure your mysterious malady, held in check only by the pills which you must always carry. You spend much time on the road in a bouncing jeep, and even more time in a bouncing sort of walk through drab tunnels. You must hurdle a Real-time, semi-arcade like lava pit and correctly answer any one out of three riddles in order to get through two locations.

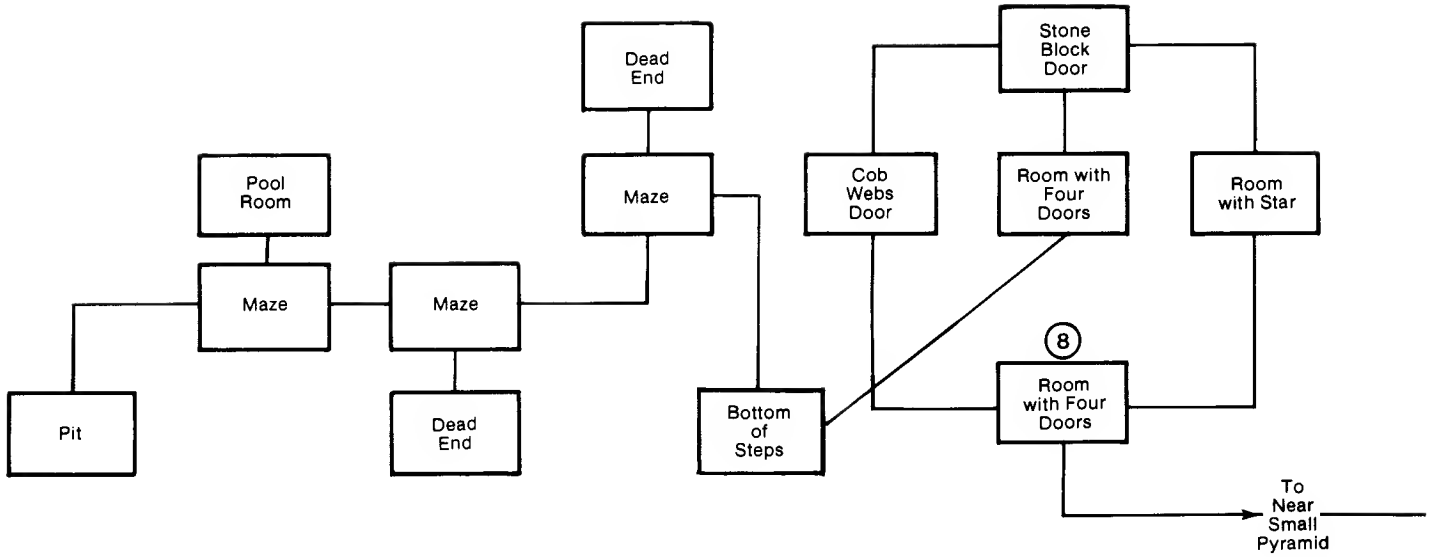
Playability:

The *Mask of the Sun* offers several challenges not found too often in adventures. By far the most difficult task is unraveling the mystery of the maze, actually two mazes separated by a room ready to fall in on your ears. An average adventure, with a higher than average degree of difficulty.

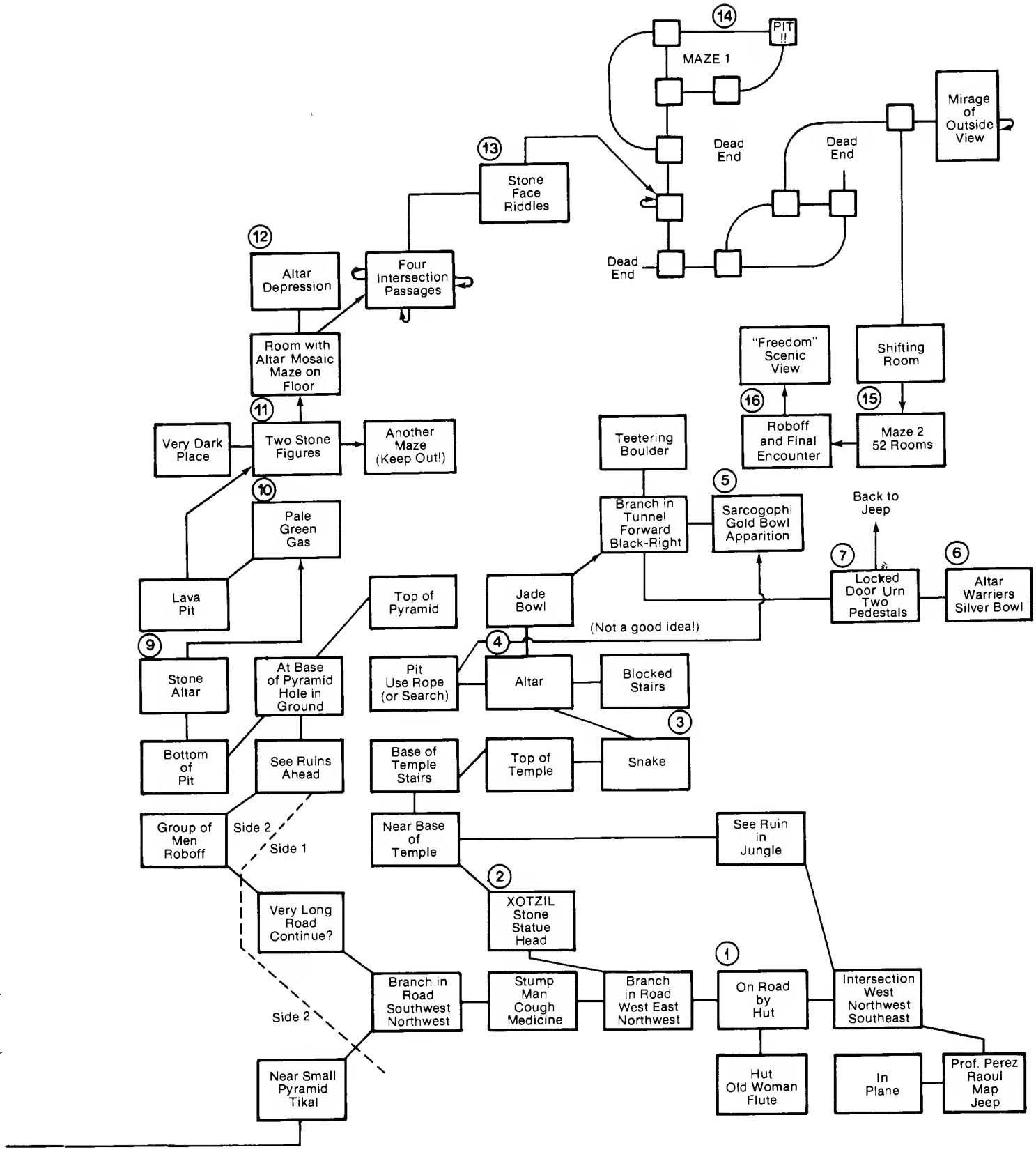


MASK OF THE SUN





MASK OF THE SUN



MISSION: ASTEROID

Company: Sierra On-Line Systems

Suggested Retail: $19.95

Type: A Hi-Res adventure with color graphics.

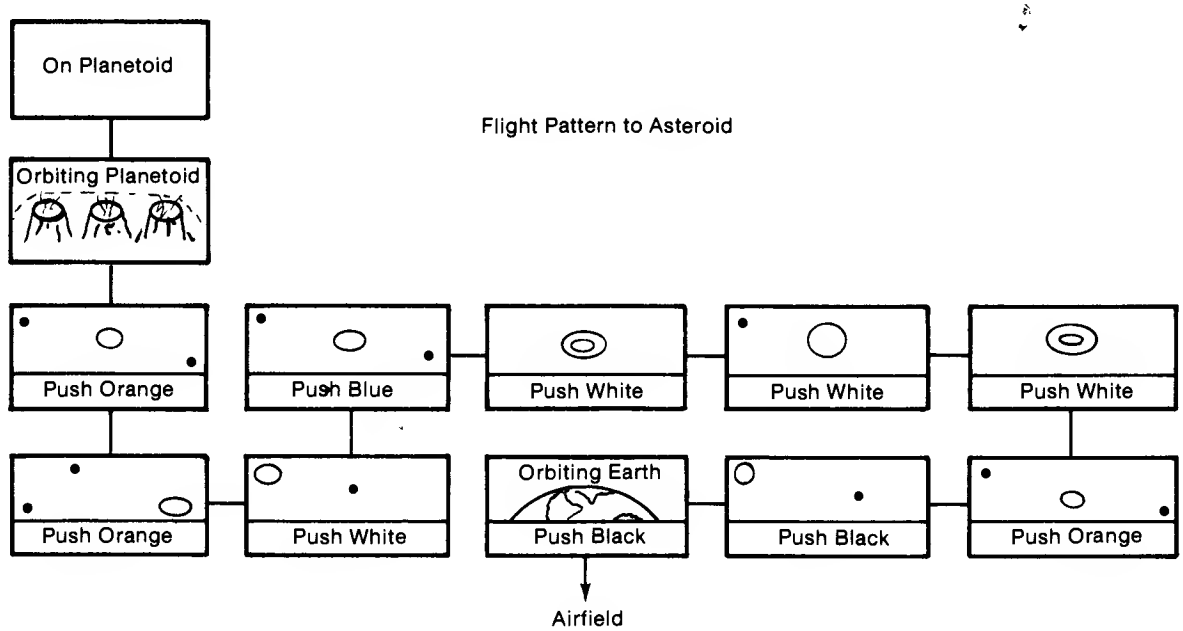
Description:

Your mission: to destroy an approaching asteroid before it collides with the planet Earth. Yes, there's a time limit.

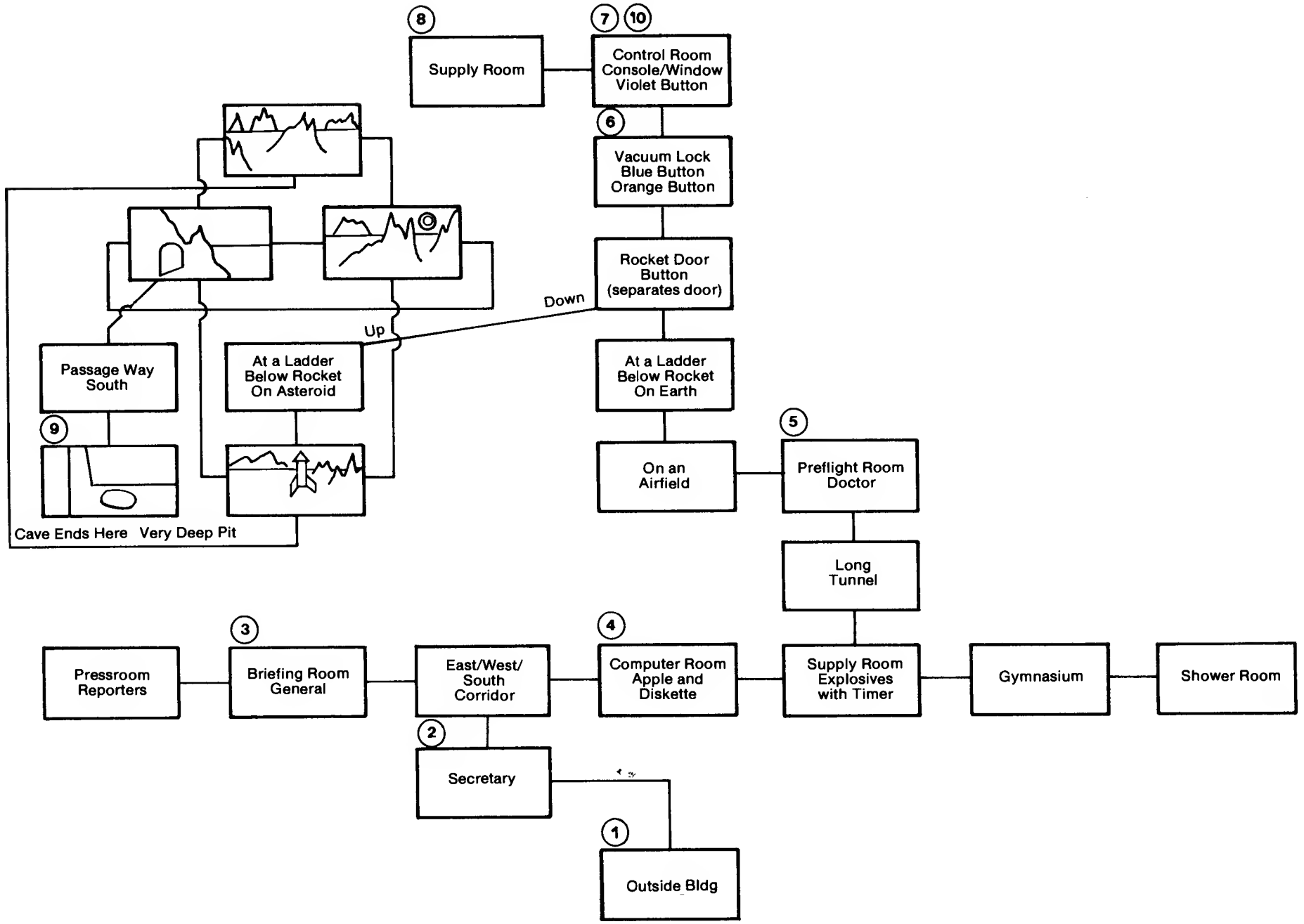
Playability:

The elements of the puzzles prove easy to solve individually. In fact, this game is very easy right up to (almost) the very end. However, you have a fixed number of moves and a time limit of five minutes per move. Saving a game requires you to use a move. *Mission. Asteroid* is a winner: totally straightforward and solvable while presenting the challenge of completing it within the tough time constraint.

MISSION: ASTEROID
Continuation



MISSION:ASTEROID



MISSION IMPOSSIBLE

Company: Adventure International

Suggested Retail: $39.95

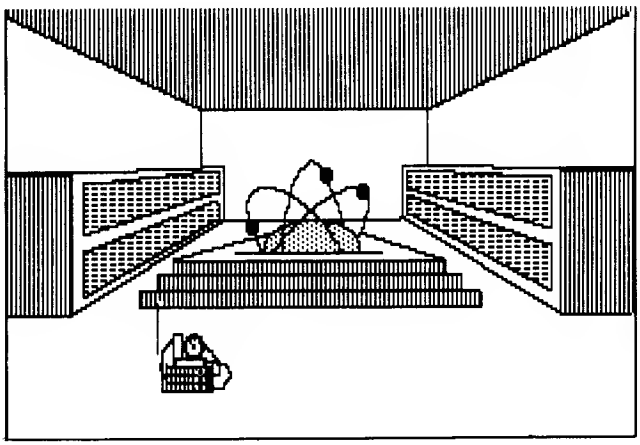
Type: Originally an all-text game, recently re-released in Hi-Res form.

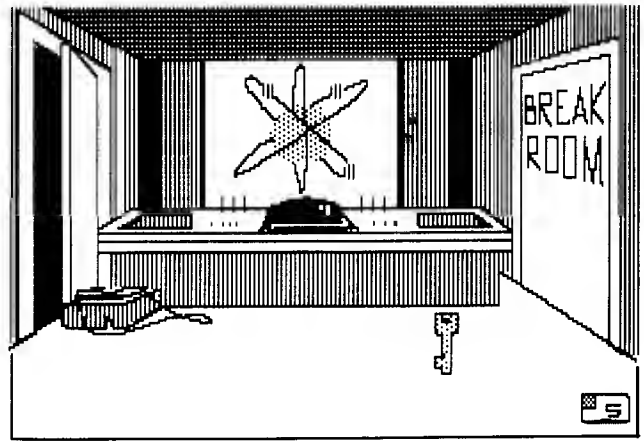
Description:

You must stop the Saboteur from bombing the Nuclear Reactor. To complicate matters, you are a walking time-bomb, and the saboteur dies before you get very far. You must enter three differently colored rooms in a specific sequence. The ending can be a real blast.

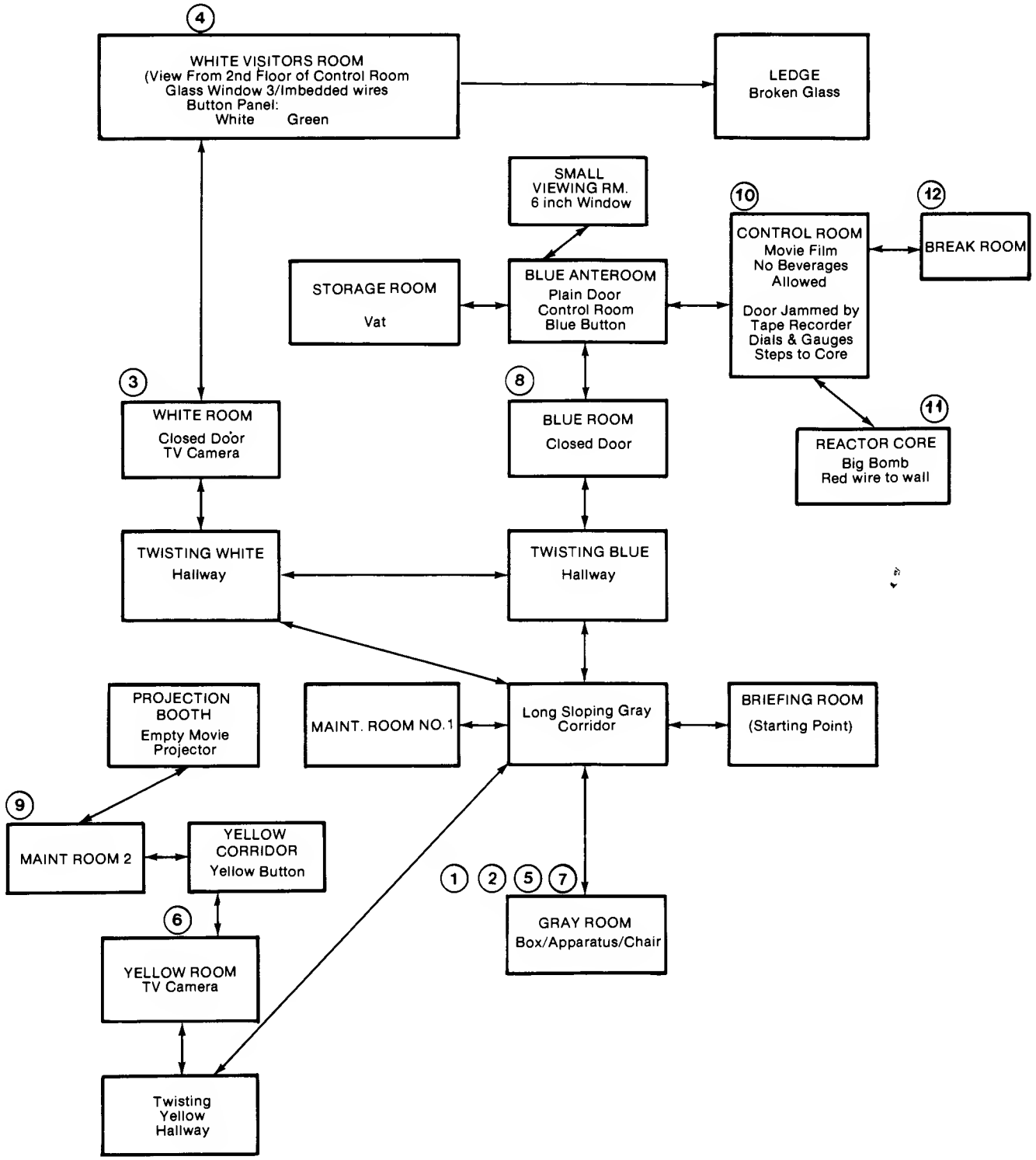
Playability:

One of the easier games in the series, with not too difficult and quite straightforward puzzles. The game is sort of fun while it lasts, but it doesn't last all that long. The two-word syntax has a limited but adequate vocabulary. The text is brief and to the point. The game offers a single, easily made or recalled saved-game.





MISSION IMPOSSIBLE



MUMMY'S CURSE

Company: Highland Computer Service

Suggested Retail: $30.00

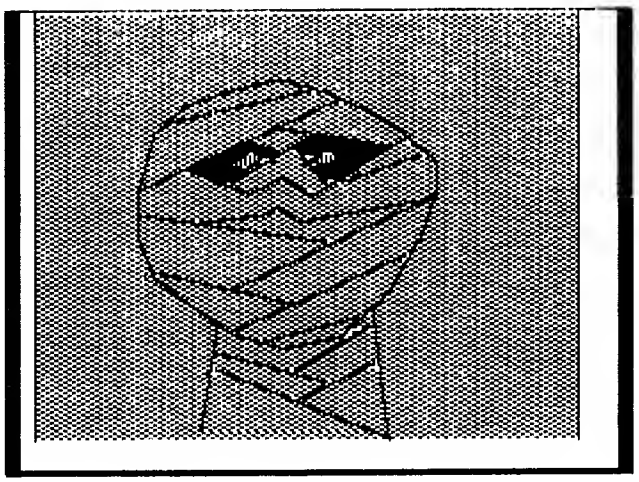
Type: Hi-Res adventure with color graphics.

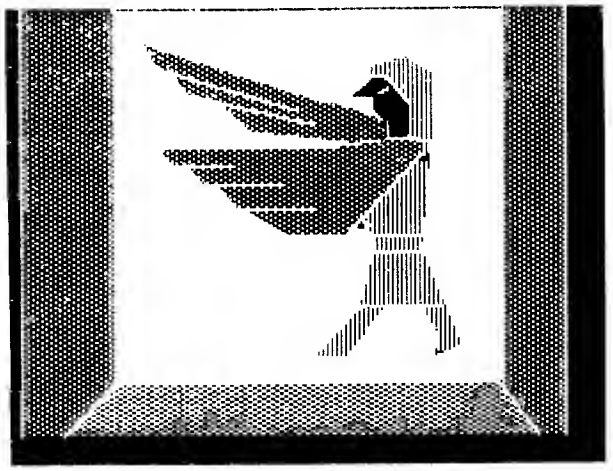
Description:

Find the solid gold burial mask and return it to the starting point. Doing so involves finding and using three amulets, a little woodwork, and the waving of a scepter.

Playability:

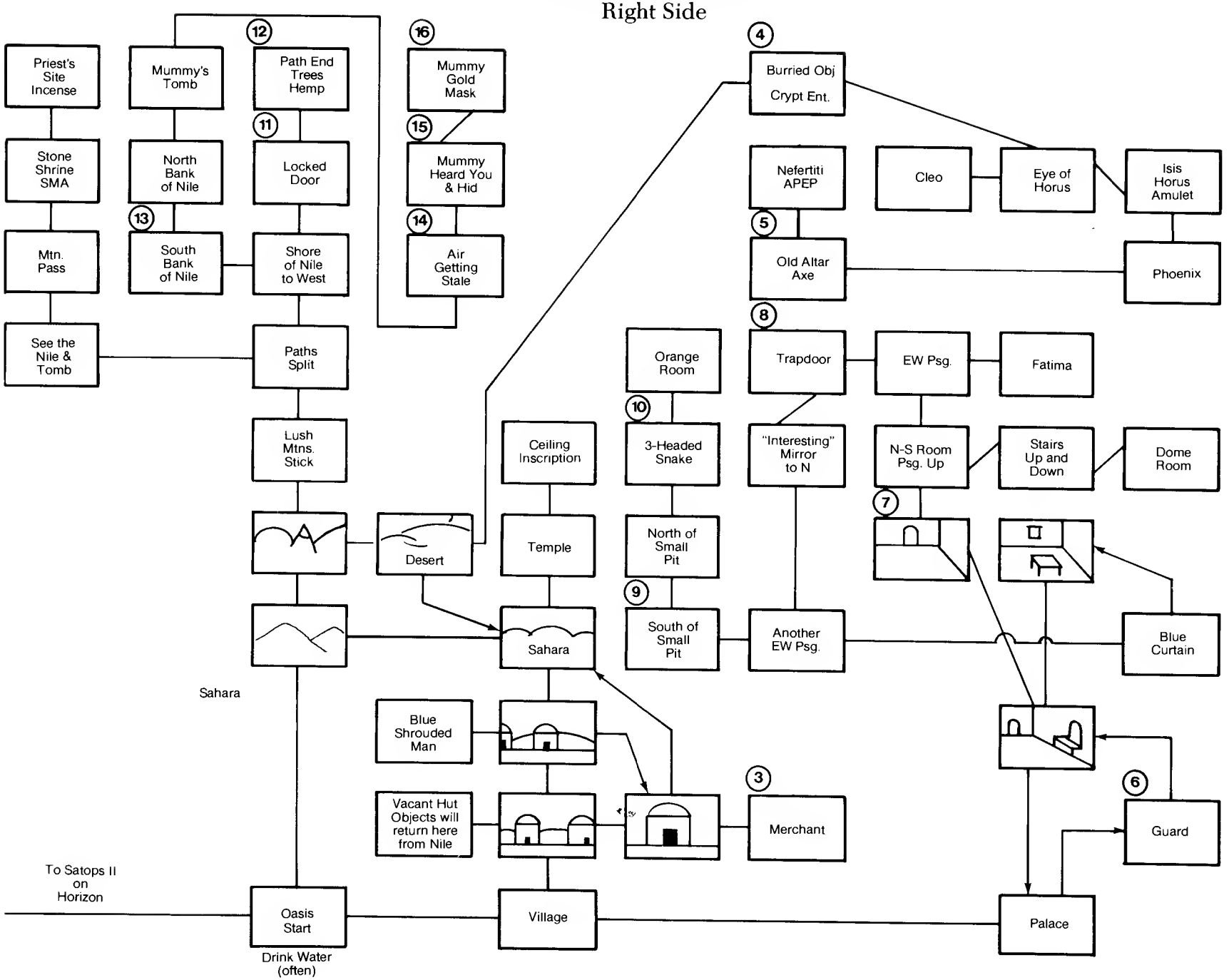
The mummy and a few fixed traps pose little difficulty once you have mapped and understood the game. The game holds your interest easily, largely because of the excellent save-game implementation. The game has little in the way of plot, and the vocabulary is poor, but all in all it rates as an average adventure suitable for beginning to intermediate players.





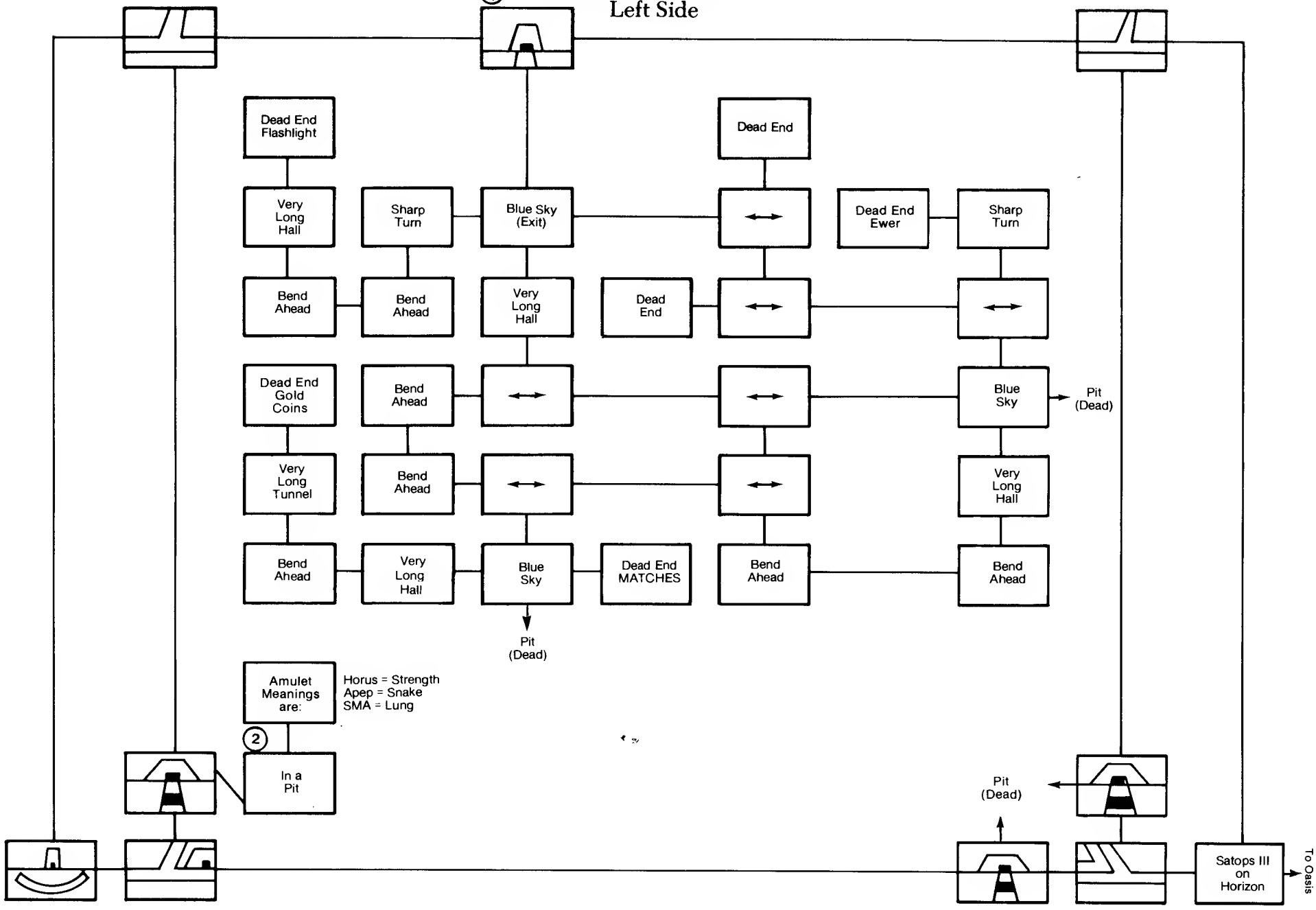
MUMMY'S CURSE

Right Side



MUMMY'S CURSE

Left Side



MYSTERY FUN HOUSE

Company: Adventure International

Suggested Retail: $39.95

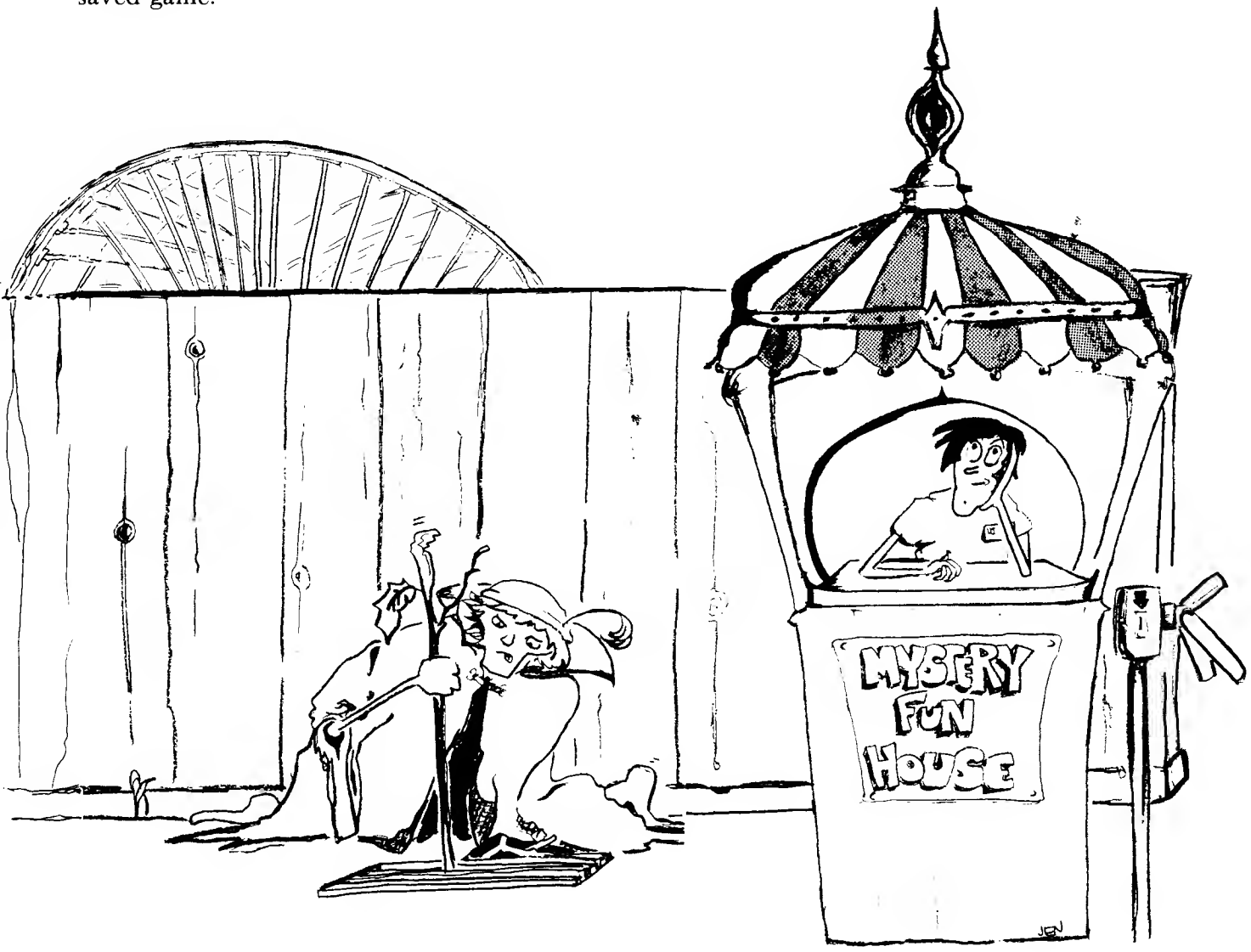
Type: An all-text game, soon to be revised into a Hi-Res version. Price also includes *Pyramid of Doom* and *Ghost Town*.

Description:

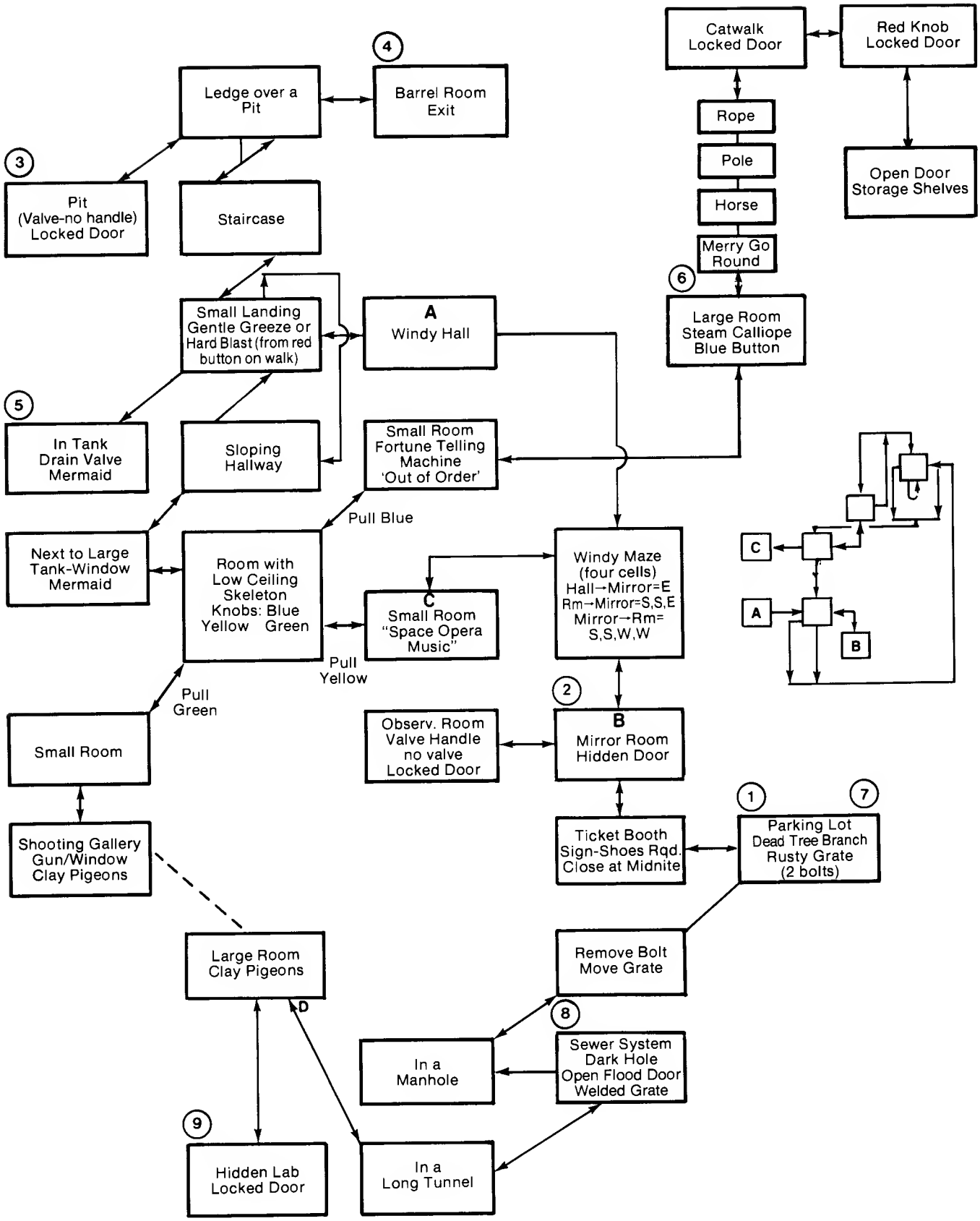
Spies have hidden secret plans that you must retrieve from a carnival Fun House. Water Maidens, Shooting Galleries, Carousels, Weird Windows and a slew of locked doors await you. The puzzles, marked by a high degree of imagination, are devilishly clever.

Playability:

A lot of fun to play, challenging to unravel, difficult to bring to a successful conclusion—and my choice for the best of Scott Adams' twelve original games. The two-word syntax has a limited but adequate vocabulary. The text is brief and to the point. The game provides a single, easily made or recalled saved-game.



MYSTERY FUN HOUSE



MYSTERY HOUSE

Company: On Line Systems

Suggested Retail: $24.95

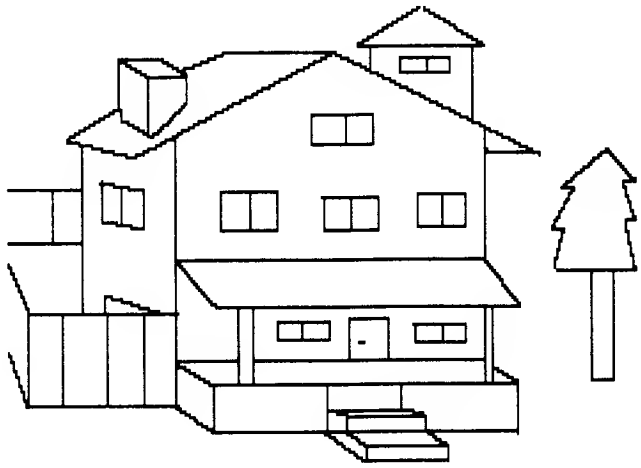
Type: Hi-Res adventure.

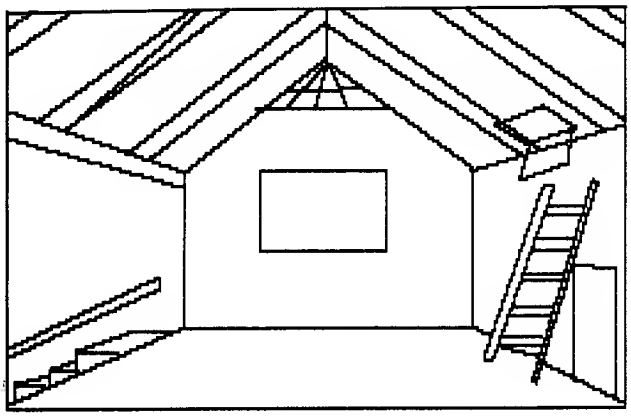
Description:

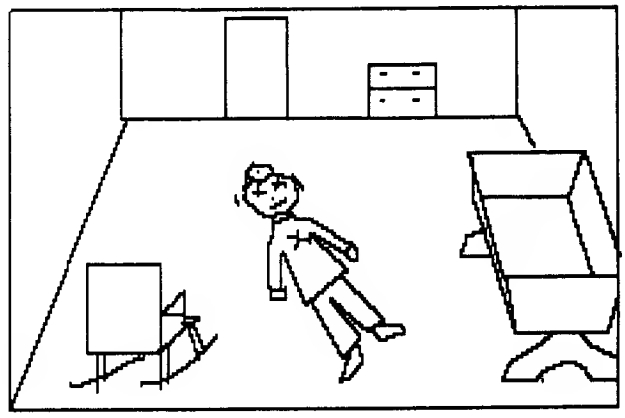
Based loosely on the Agatha Christie novel, *The Ten Little Indians*. You have the dual task of trying to find the treasure hidden somewhere in the house and deducing the identity of the baddy. Unfortunately, he keeps murdering the other suspects and even tries to kill you.

Playability:

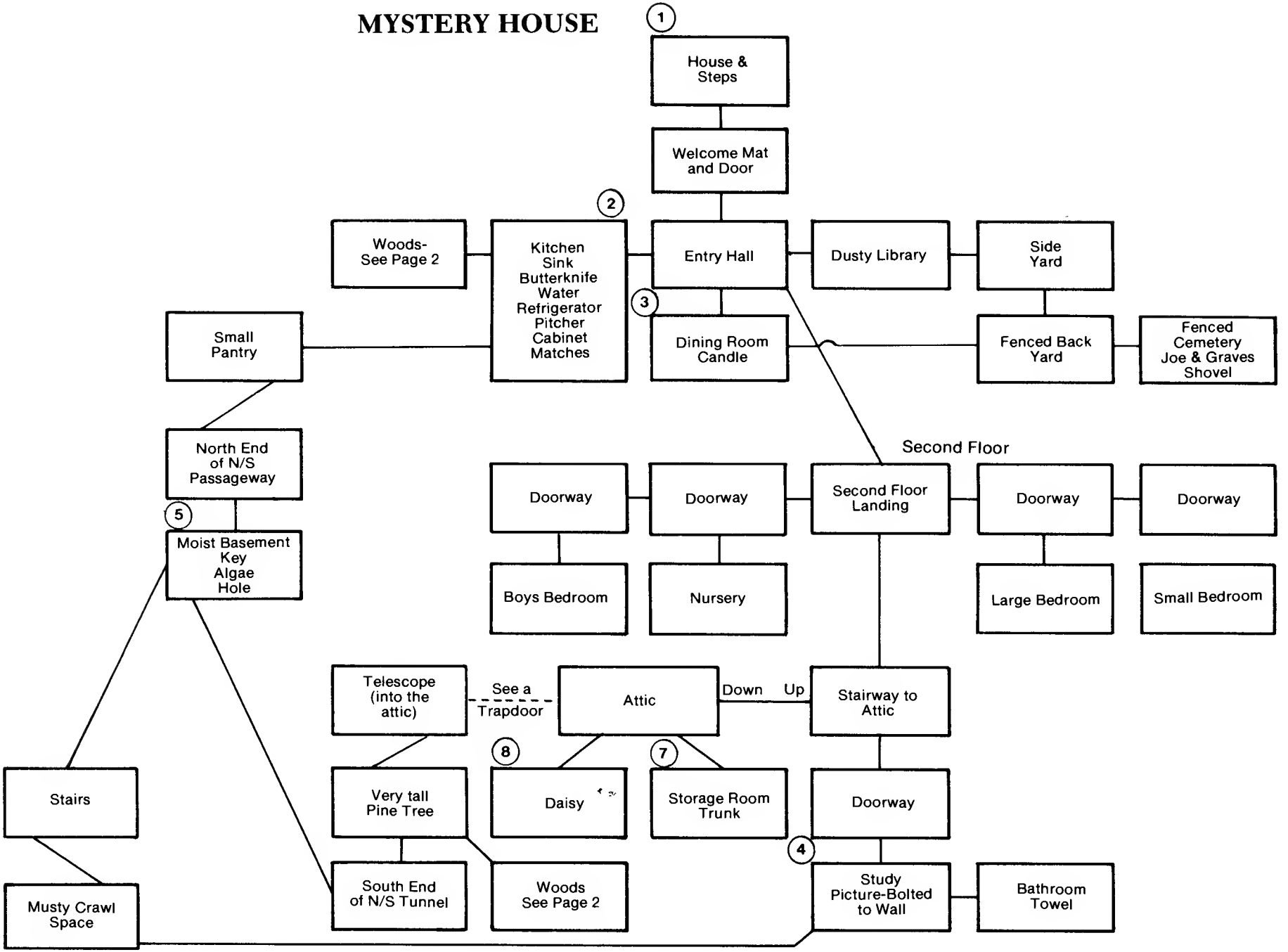
Not a long game. The mansion has only two stories. The vocabulary is limited and uses only a standard two-word parser. The graphics of rooms and objects appear as black and white line drawings. You do get a save-game option, however. All in all, it's a fun game for beginning and intermediate adventurers, and is noteworthy as the first of the Hi-Res adventures.





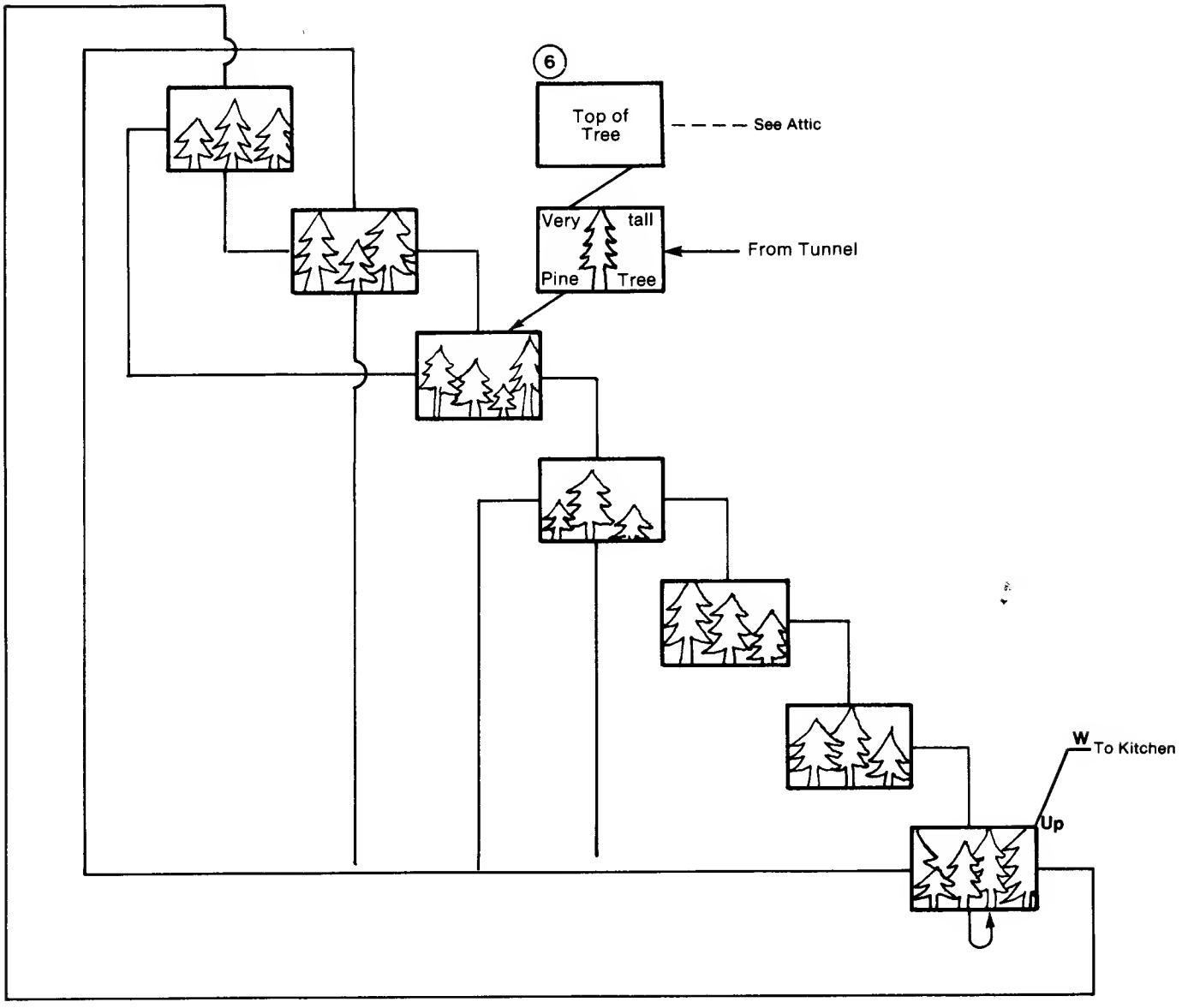


MYSTERY HOUSE



MYSTERY HOUSE

Forest Maze



OLDORF'S REVENGE (WIZARD I)

Company: Highland Computer Services

Suggested Retail: $19.95

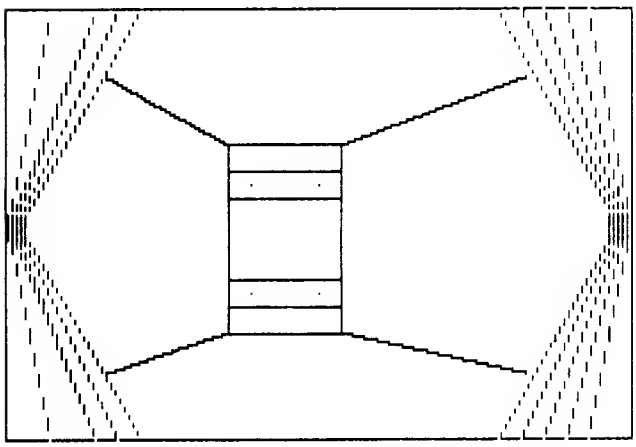
Type: Black and white Hi-Res adventure.

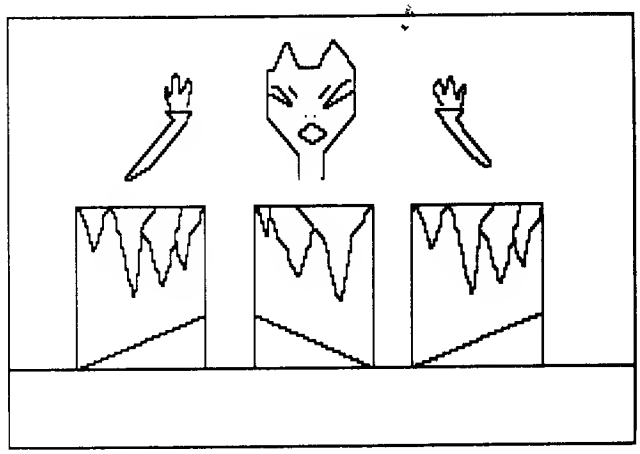
Description:

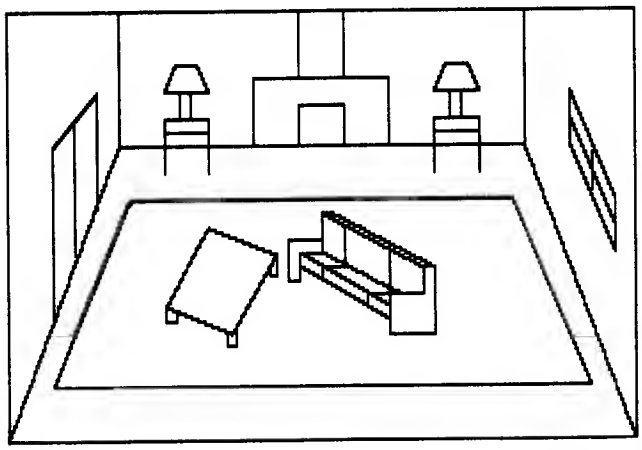
You simply need to find the fourteen scattered treasures that lie about in the four linked, but otherwise independent, game segments. You must choose which of the seven types of characters you wish to become in order to solve specific puzzles. The management of each character's limited "lives" makes up a large part of the challenge. The graphics are only average, but the text gets rather clever in places, especially at the end.

Playability:

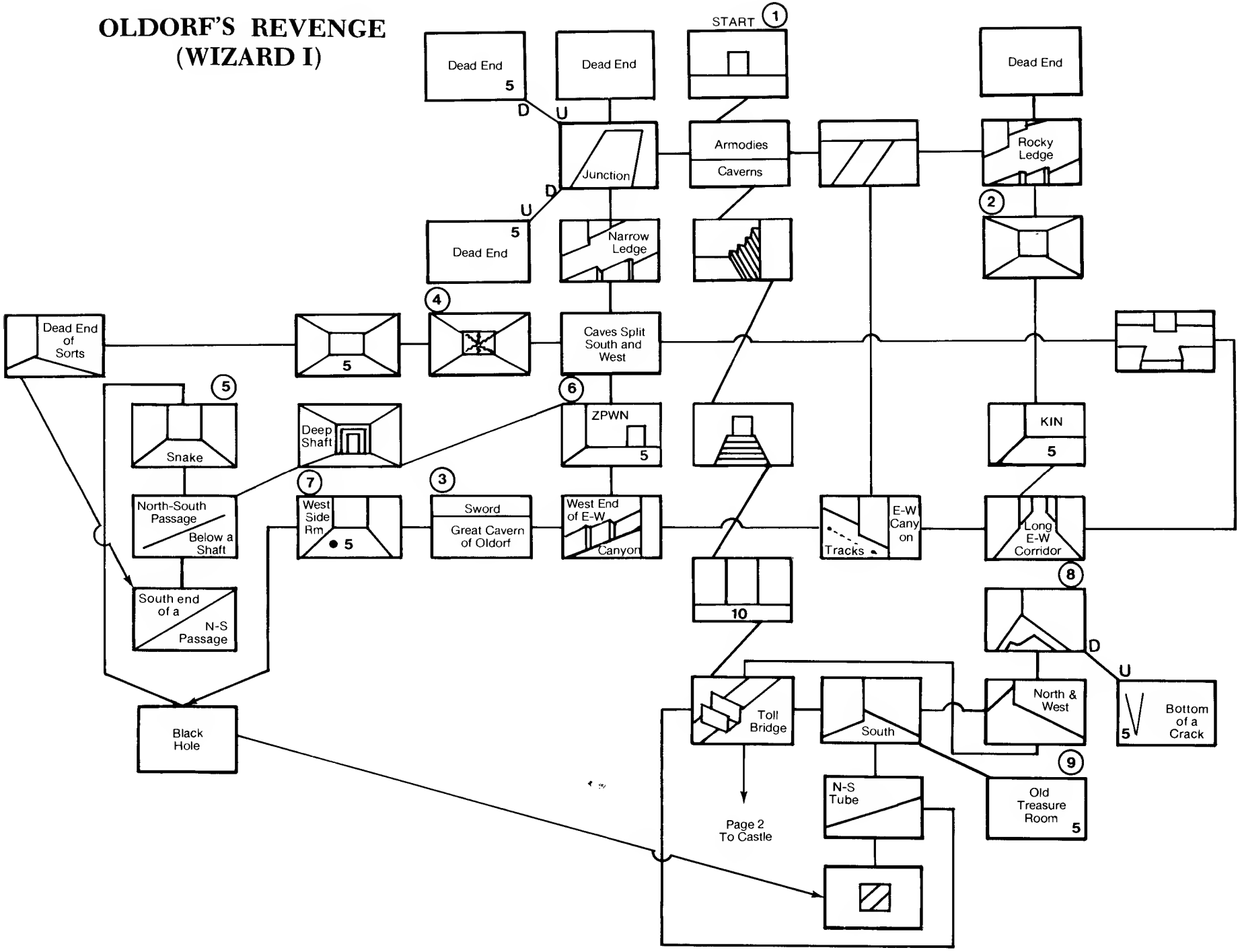
A barely average adventure, but a good one for first time adventurers. It will serve the more experienced player as a pleasant way to pass time. After reaching the second segment of the game, you may save it. The vocabulary is not very good; in fact, it's very poor, but at least you don't get killed off at every corner.





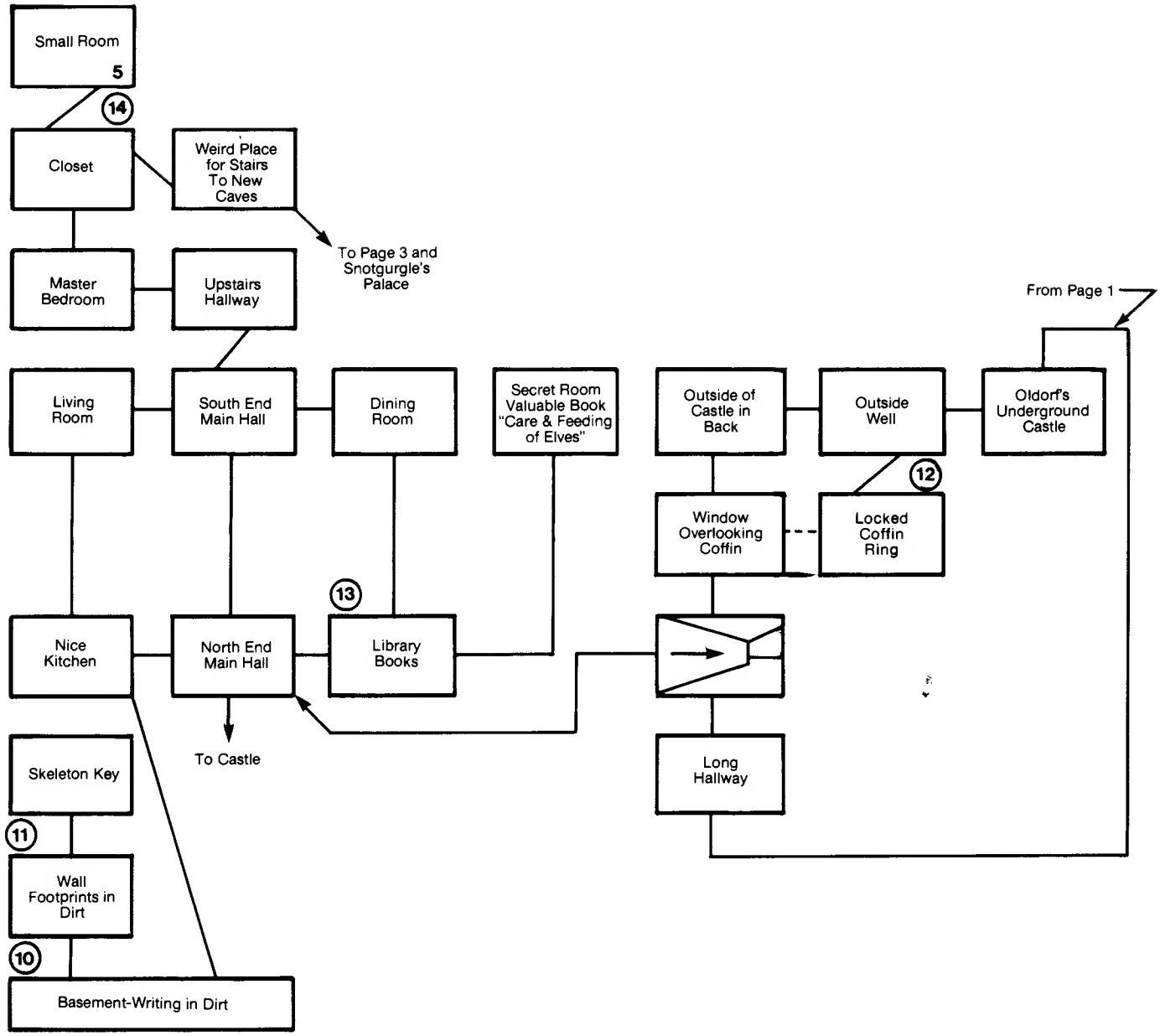


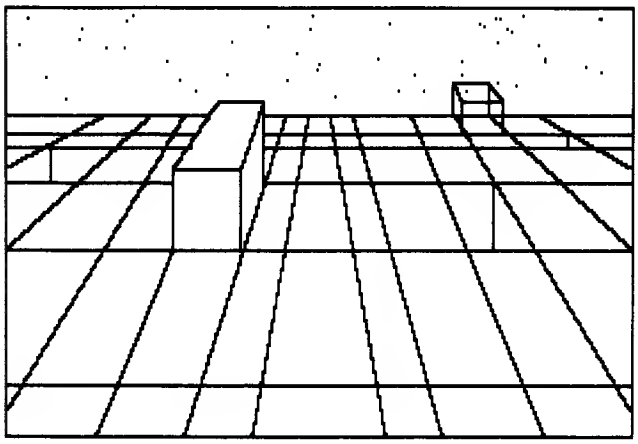
OLDORF'S REVENGE (WIZARD I)

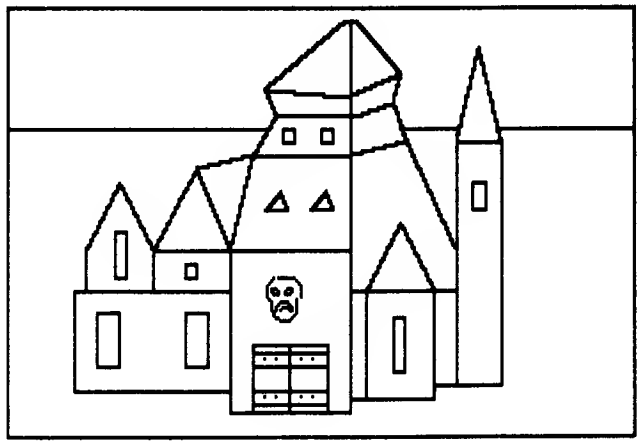


OLDORF'S REVENGE

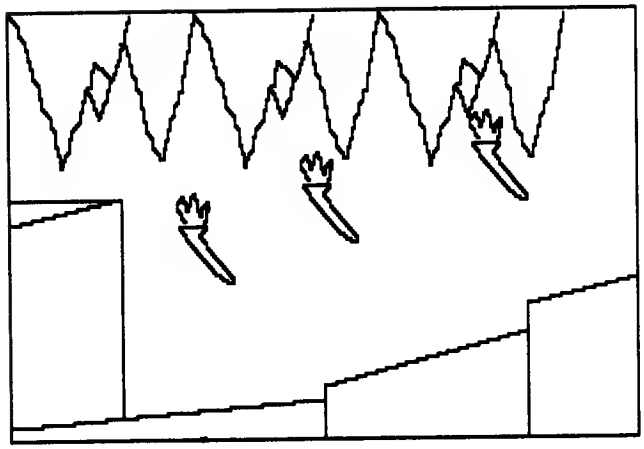
Part 2







OLDORF'S REVENGE
Part 3



Magic Mushrooms

17

Opthalplebian Eye Sentry

16

Top of Monolith Sceptre

Monolith MDCLXVI

Weird

Strange

Plains of Oxyxides

19

Talking Pillar

Bar of Gold

18

Large Room Mirror Cross

Stairs to Where I Wonder

15

Big Diamond

Closed Draw-Bridge

Land of Onyx

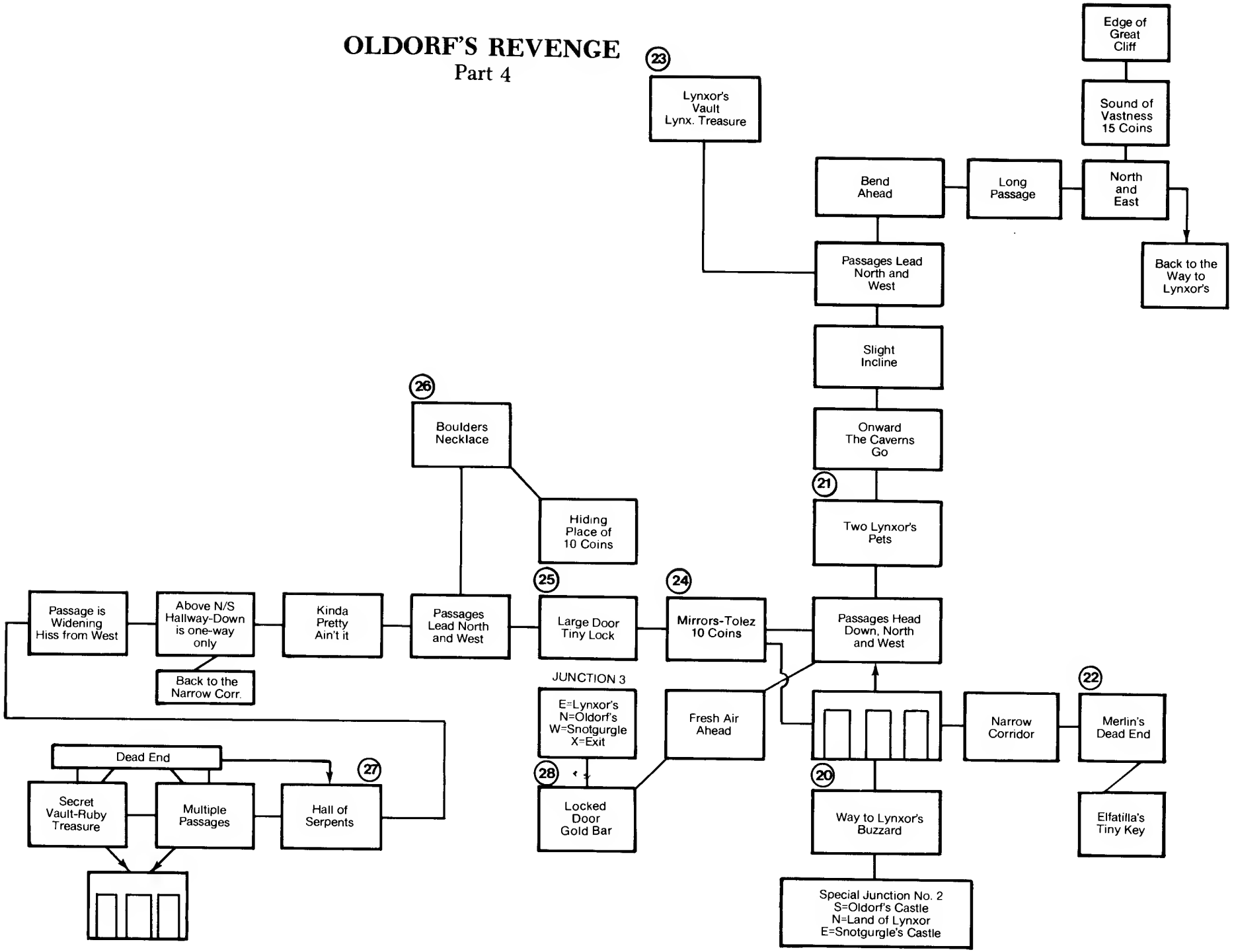
Special Junct. 1
E. to Snotnagle's
N to Oldorf's
D to Lynxor's

Snotnagle's Small Castle

Special Junction 2
S to Oldorf's
N to Lynxor's
E to Snotnagle's

(See Page 4)

OLDORF'S REVENGE
Part 4



OO-TOPOS

Company: Sentient Software

Suggested Retail: $32.95

Type: All-text adventure of the futuristic variety. Like, way out!

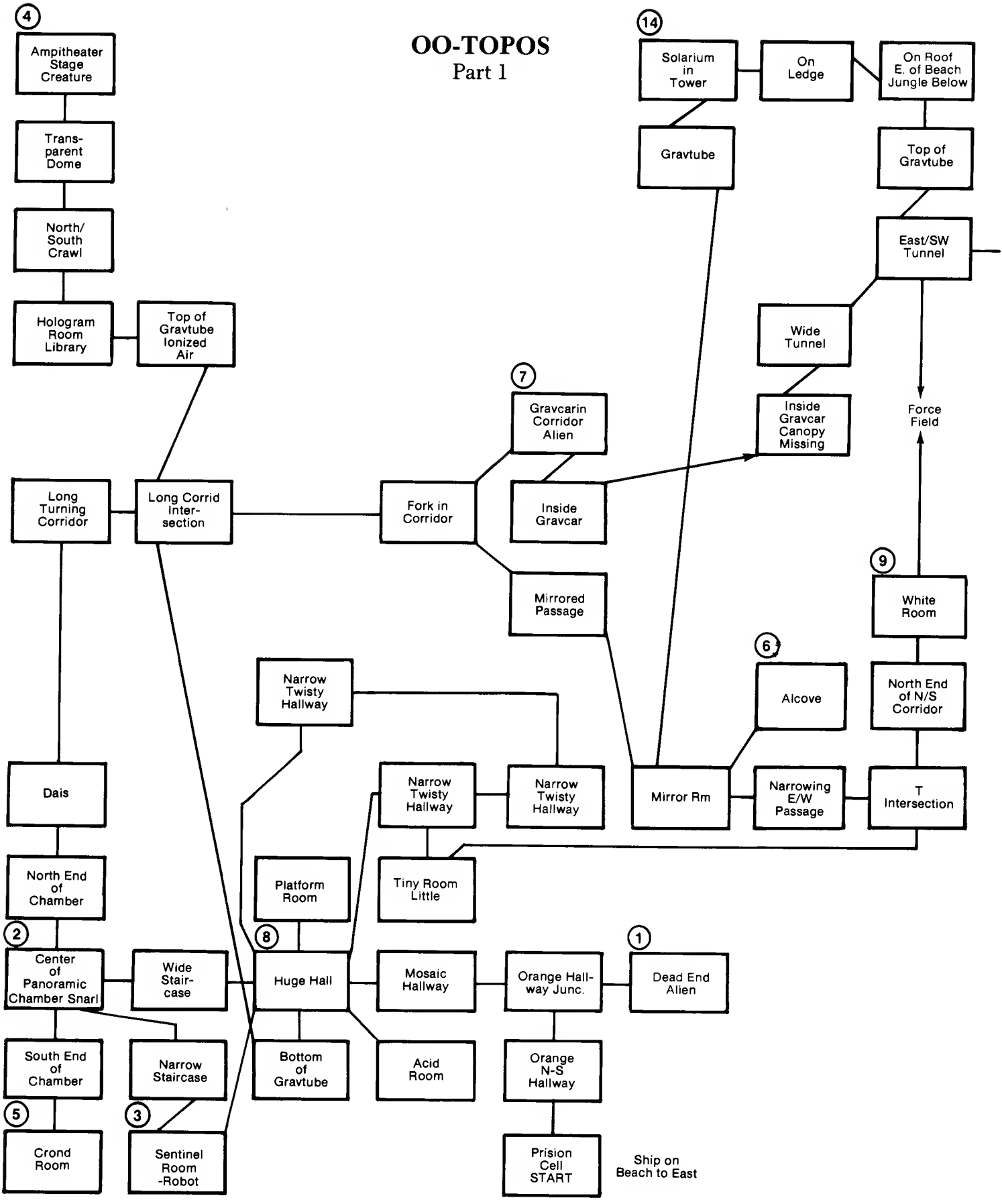
Description:

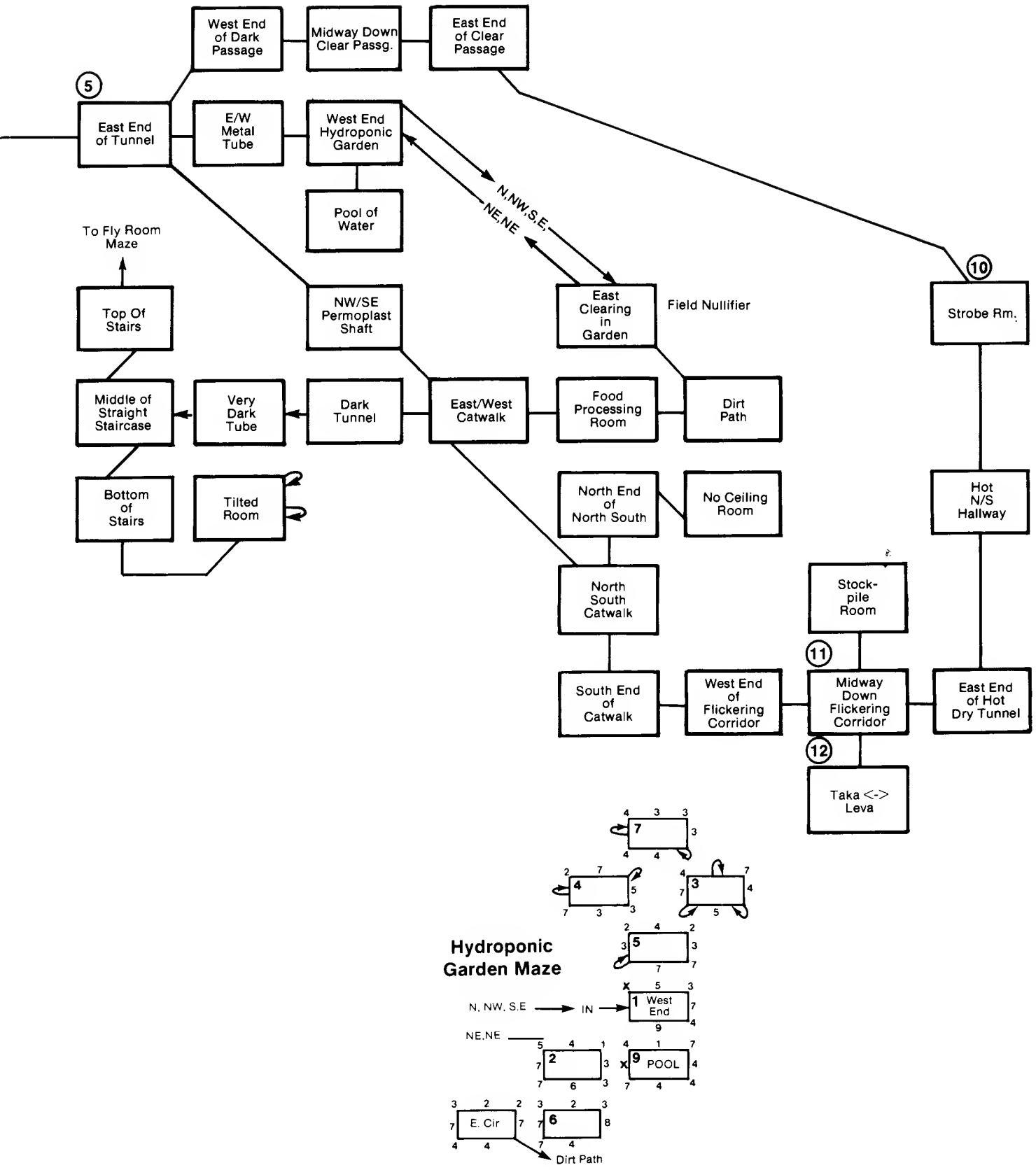
Escape from an alien planet and return to Earth after reassembling the widely scattered parts of your spacecraft and finding the various treasures which were in the spacecraft at the time of your capture. The jungle maze, one of five in the game, is excellent.

Playability:

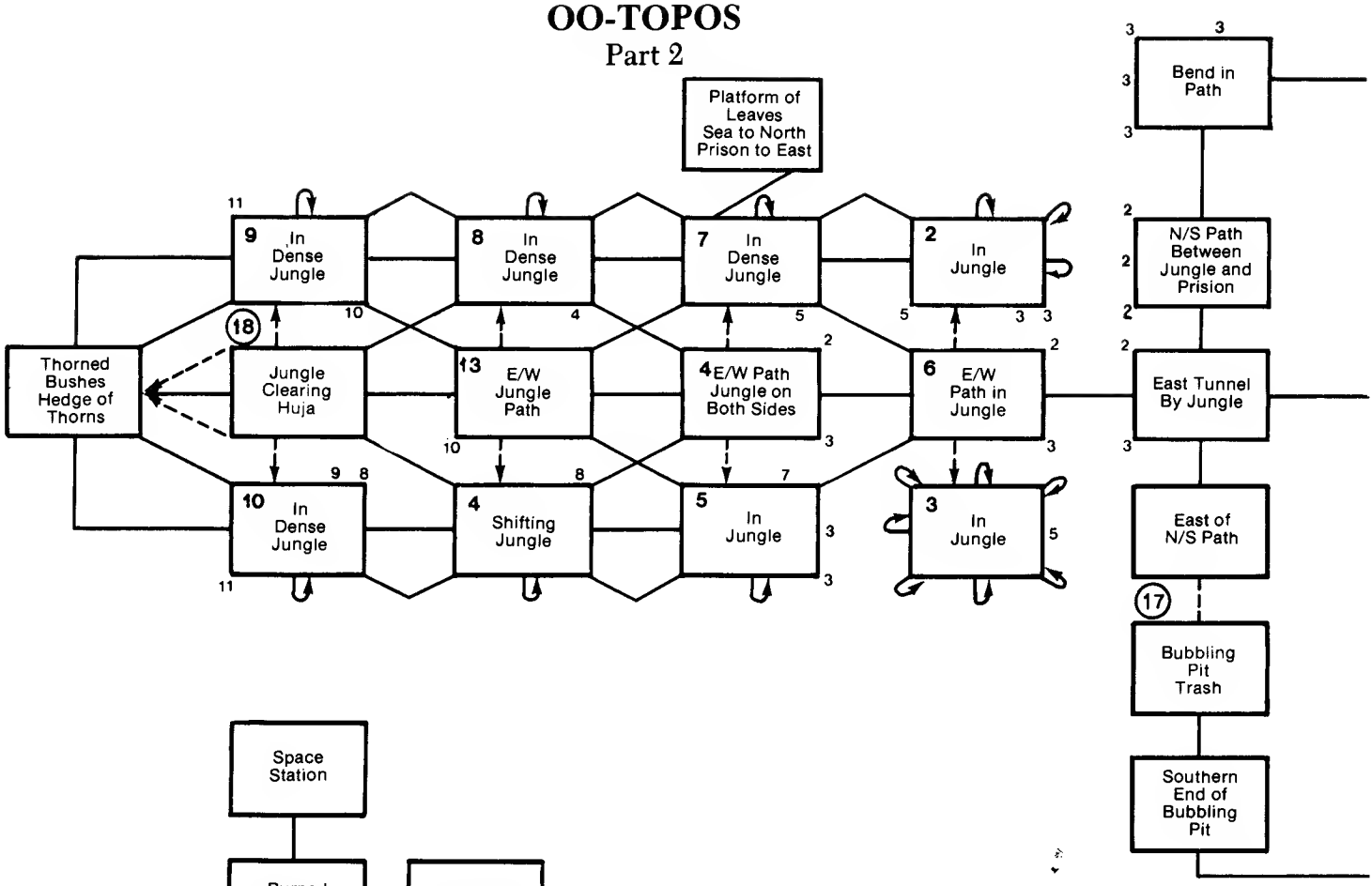
A high degree of disk interaction slows *OO-Topos*, already lengthy and somewhat difficult, largely because of its size and the number of discrete objects. Most likely, only experienced adventurers will have the patience to play it through. The vocabulary is limited, and the scoring a complete mystery. Still, overall, it's an above average game, a challenging adventure with excellent scope and story line.

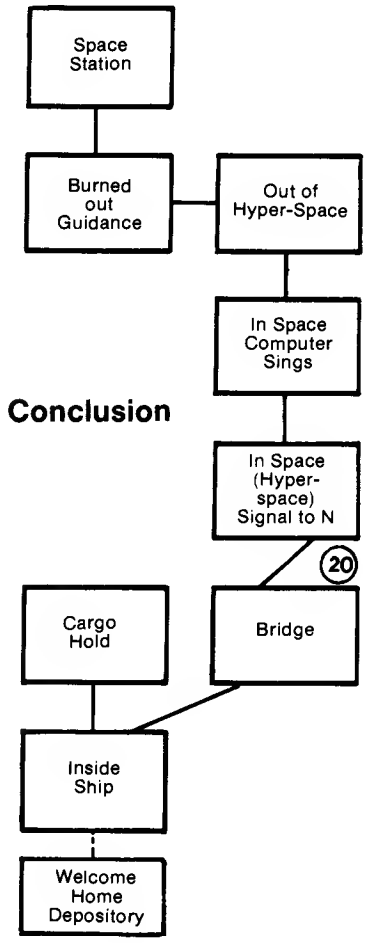
OO-TOPOS
Part 1

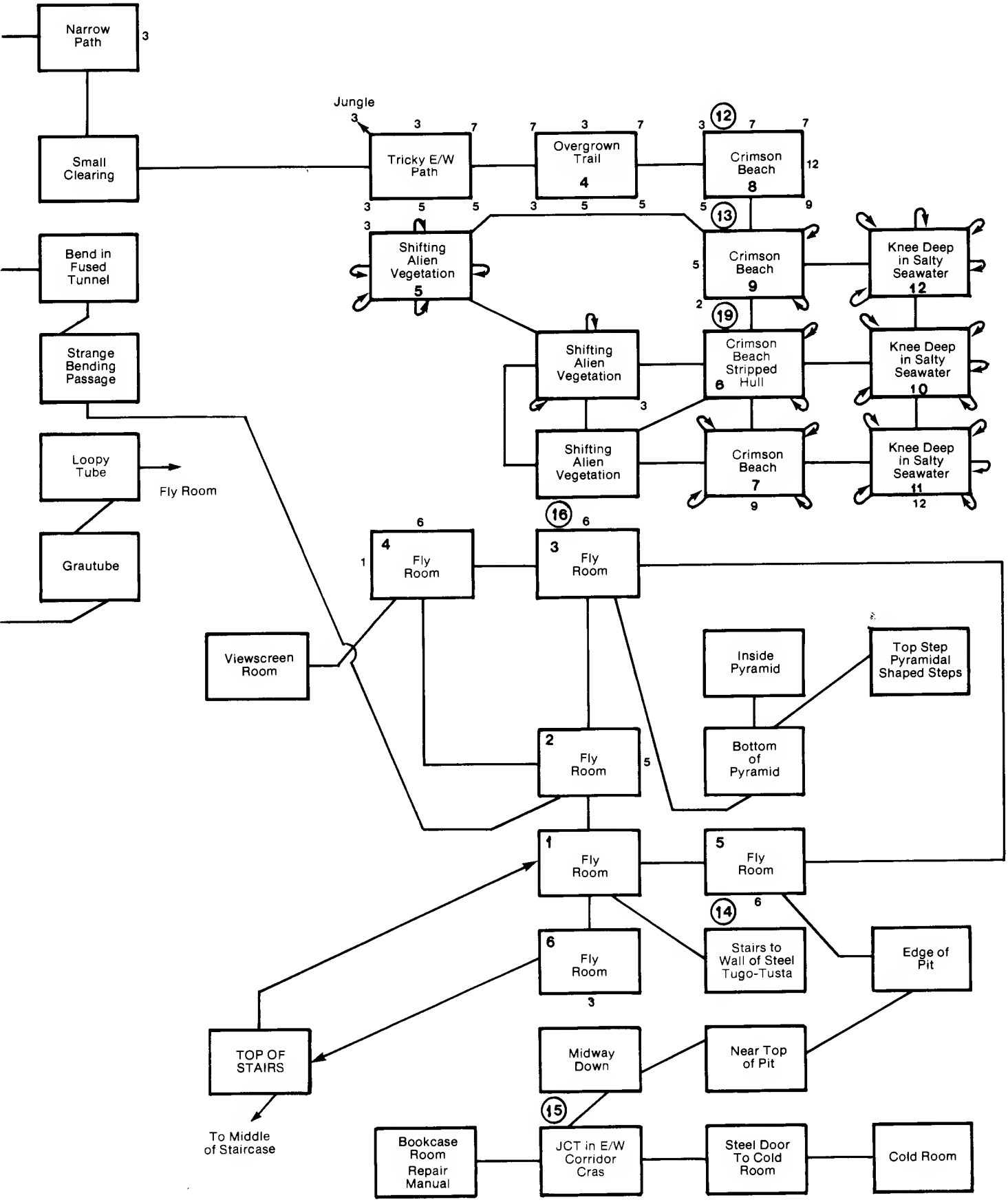



West End of Dark Passage
Midway Down Clear Passg.
East End of Clear Passage
5
East End of Tunnel
E/W Metal Tube
West End Hydroponic Garden
N,NW,S,E
NE,NE
Pool of Water
To Fly Room Maze
Top Of Stairs
NW/SE Permoplast Shaft
East Clearing in Garden
Field Nullifier
10
Strobe Rm.
Middle of Straight Staircase
Very Dark Tube
Dark Tunnel
East/West Catwalk
Food Processing Room
Dirt Path
Bottom of Stairs
Tilted Room
North End of North South
No Ceiling Room
Hot N/S Hallway
North South Catwalk
Stock-pile Room
11
South End of Catwalk
West End of Flickering Corridor
Midway Down Flickering Corridor
East End of Hot Dry Tunnel
12
Taka <-> Leva
Hydroponic Garden Maze
N, NW, S.E
IN
1 West End
NE,NE
2
9 POOL
E. Cir
6
Dirt Path

OO-TOPOS
Part 2






Narrow Path
Small Clearing
Bend in Fused Tunnel
Strange Bending Passage
Loopy Tube
Fly Room
Grautube
Jungle
Tricky E/W Path
Overgrown Trail
4
Crimson Beach
8
Shifting Alien Vegetation
5
Crimson Beach
9
Knee Deep in Salty Seawater
12
Shifting Alien Vegetation
Crimson Beach Stripped Hull
6
Knee Deep in Salty Seawater
10
Shifting Alien Vegetation
Crimson Beach
7
Knee Deep in Salty Seawater
11
4 Fly Room
3 Fly Room
Viewscreen Room
Inside Pyramid
Top Step Pyramidal Shaped Steps
2 Fly Room
Bottom of Pyramid
1 Fly Room
5 Fly Room
6 Fly Room
Stairs to Wall of Steel Tugo-Tusta
Edge of Pit
TOP OF STAIRS
To Middle of Staircase
Midway Down
Near Top of Pit
Bookcase Room Repair Manual
JCT in E/W Corridor Cras
Steel Door To Cold Room
Cold Room

PALACE IN THUNDERLAND

Company: Micro Lab

Suggested Retail: $24.95

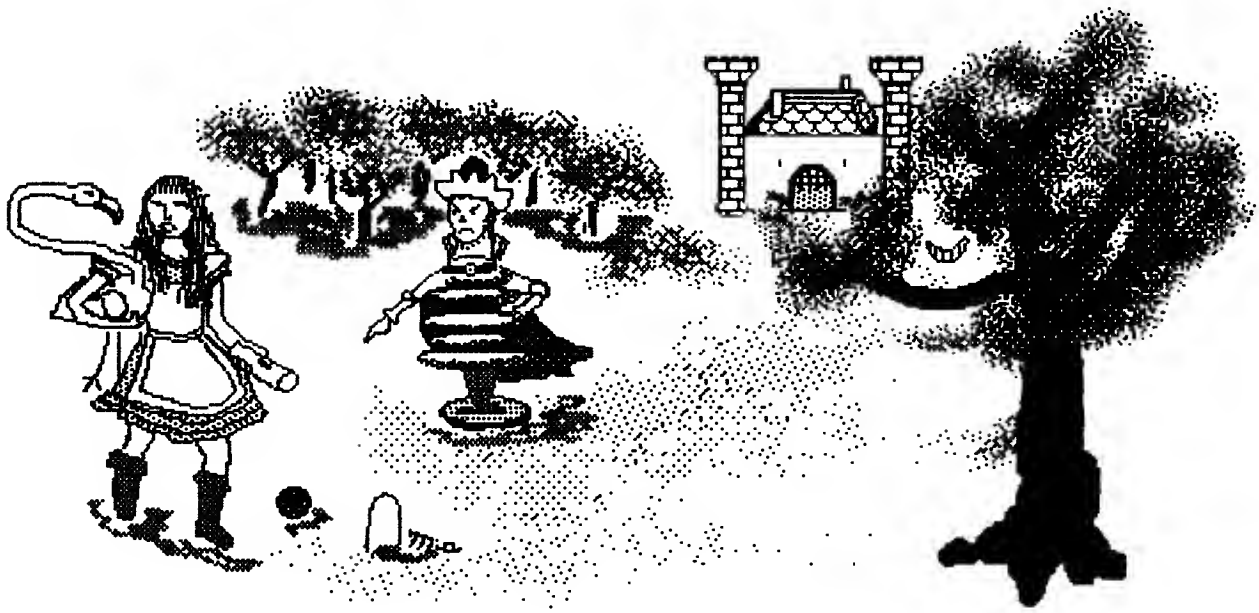
Type: All-text adventure.

Description:

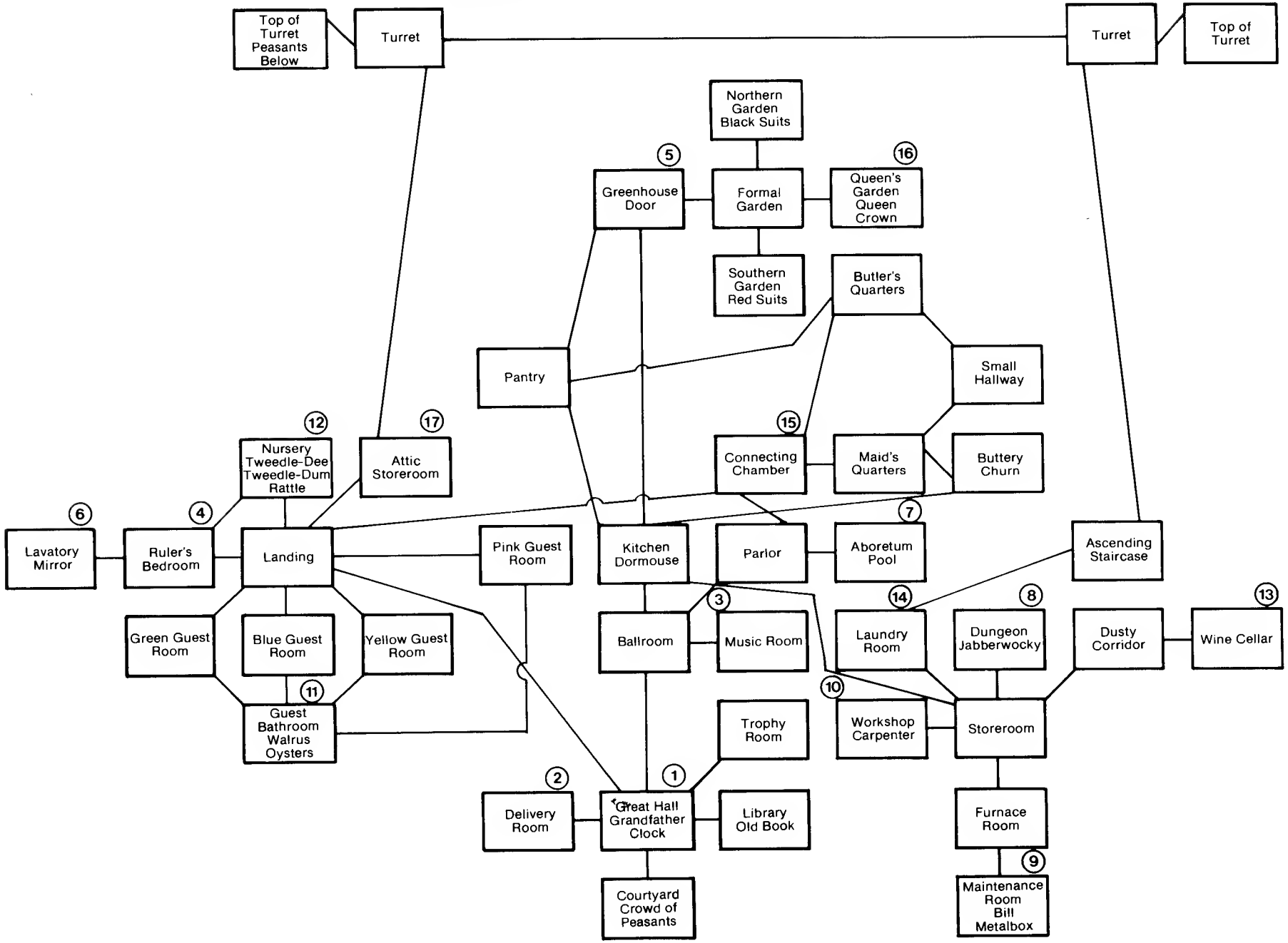
Palace in Thunderland, Micro Lab's second adventure, follows the successful *Madventure*. You must find eight treasures and resolve several puzzles. The story follows an *Alice in Wonderland* theme, very much tongue-in-cheek, with lots of humor. Who knows, you may become the King!

Playability:

An excellent game. Humor, a reasonable vocabulary and one puzzle in particular that has several viable alternatives, but only one answer that will permit a perfect game. Beginners can handle *Palace*, but even more experienced adventurers will take a good weekend to get through it.



PALACE IN THUNDERLAND



PIRATE ADVENTURE

Company: Adventure International

Suggested Retail: $39.95

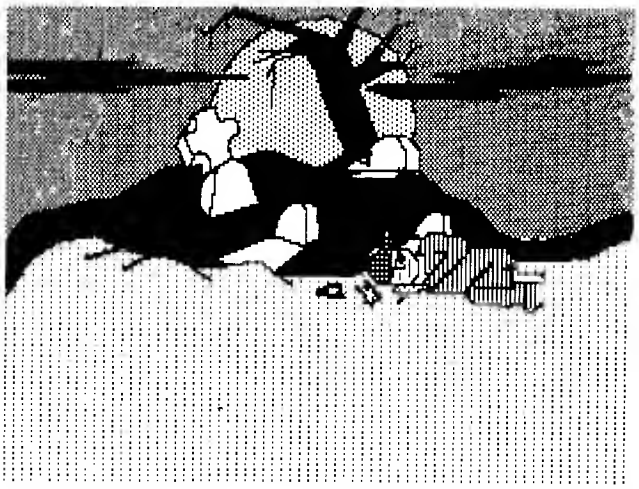
Type: Originally an all-text game, recently re-released in Hi-Res form.

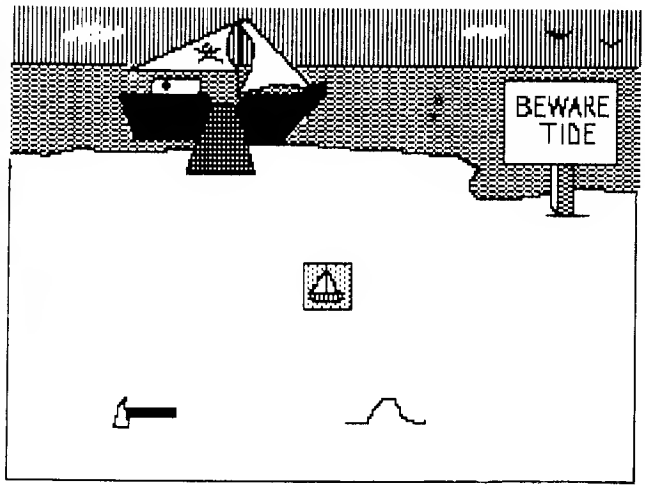
Description:

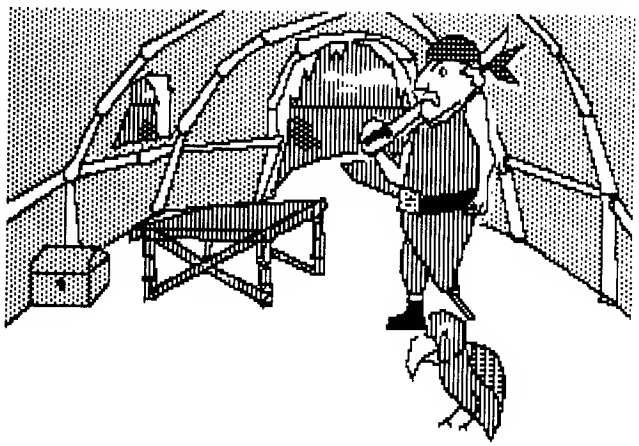
You must magically travel between a London flat and an island on your way to locating two treasures. It has a smooth storytelling style, and rooms are populated by such wacky characters as a talkative parrot, alligators, a mongoose that's a failure in life, and a drunken pirate who is forever wandering off.

Playability:

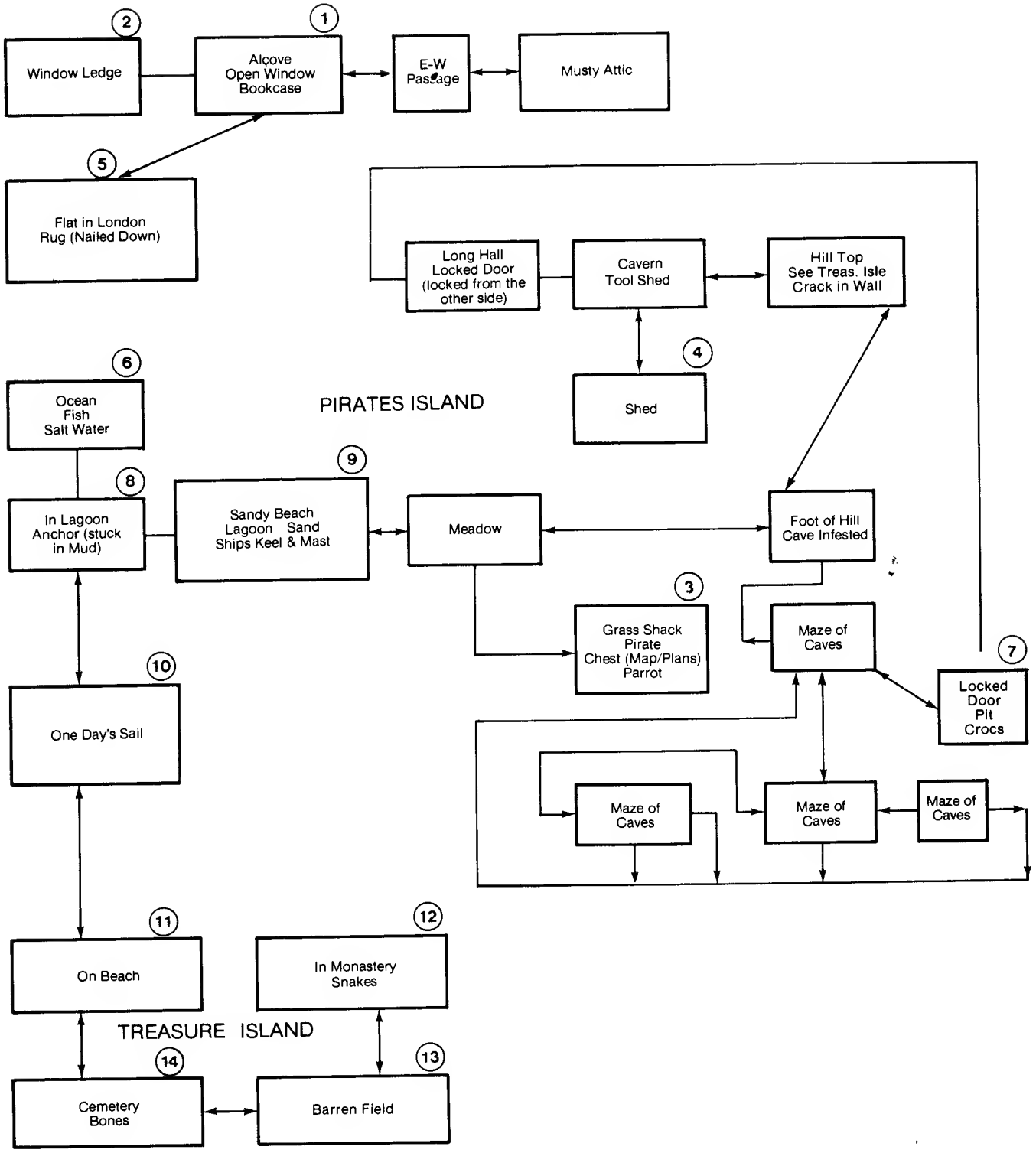
A good game to cut the young adventurer's teeth on; not too tough, and a lot of fun. The task of building a ship on the first island presents a good example of a well done interactive puzzle. The two-word syntax has a limited but adequate vocabulary. The text is brief and to the point. The game offers a single, easily made or recalled saved-game.







PIRATE ADVENTURE



PLANETFALL

Company: Infocom, Inc.

Suggested Retail: $49.95

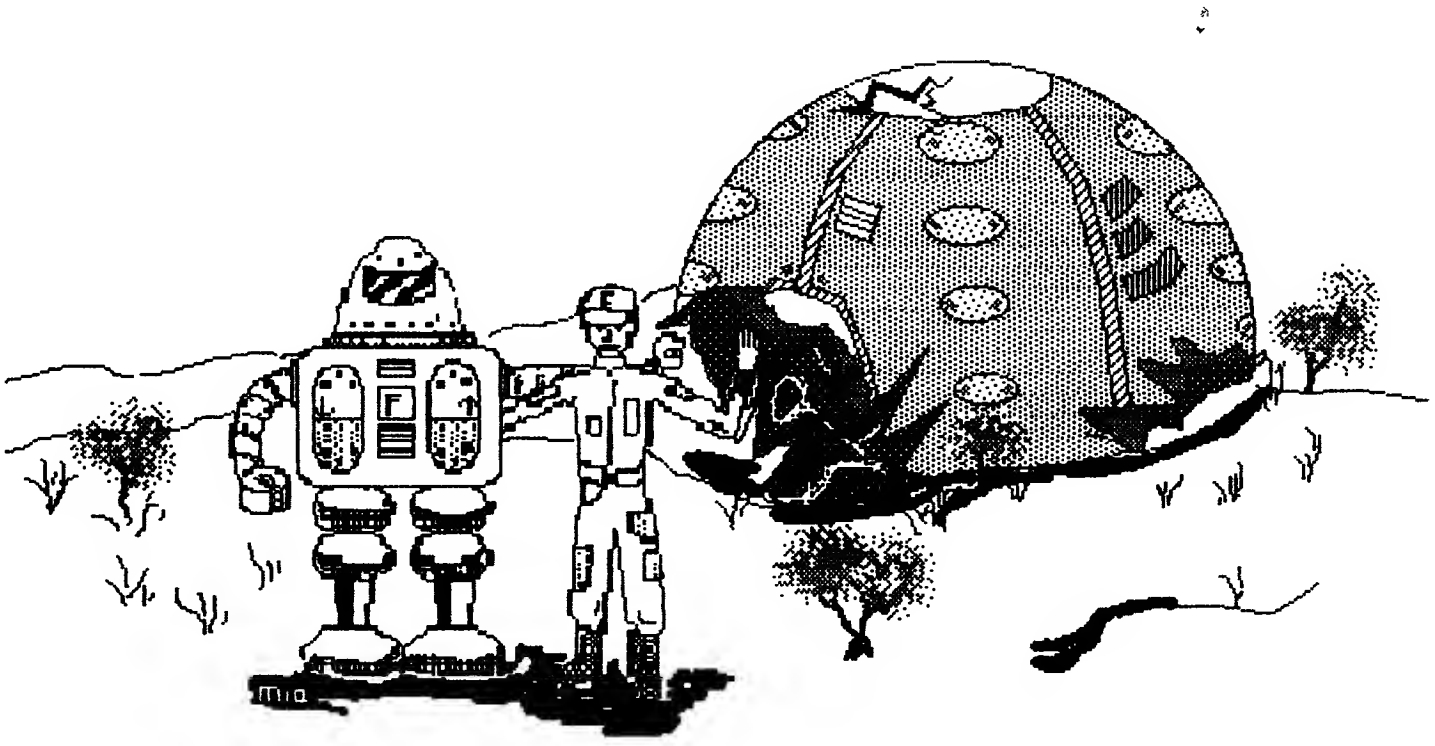
Type: A science fiction all-text adventure.

Description:

After surviving an interstellar spaceship explosion, you find yourself on a strange planet, deserted except for a friendly robot named Floyd, who gives you his utmost devotion. The purpose of the game doesn't become clear until well into it, when you come across the computer-within-the-computer. To succeed, you need to repair four subsystems, overcome hunger and disease, battle a huge microbe, avoid radiation poisoning, and cope with a room full of dangerous mutants.

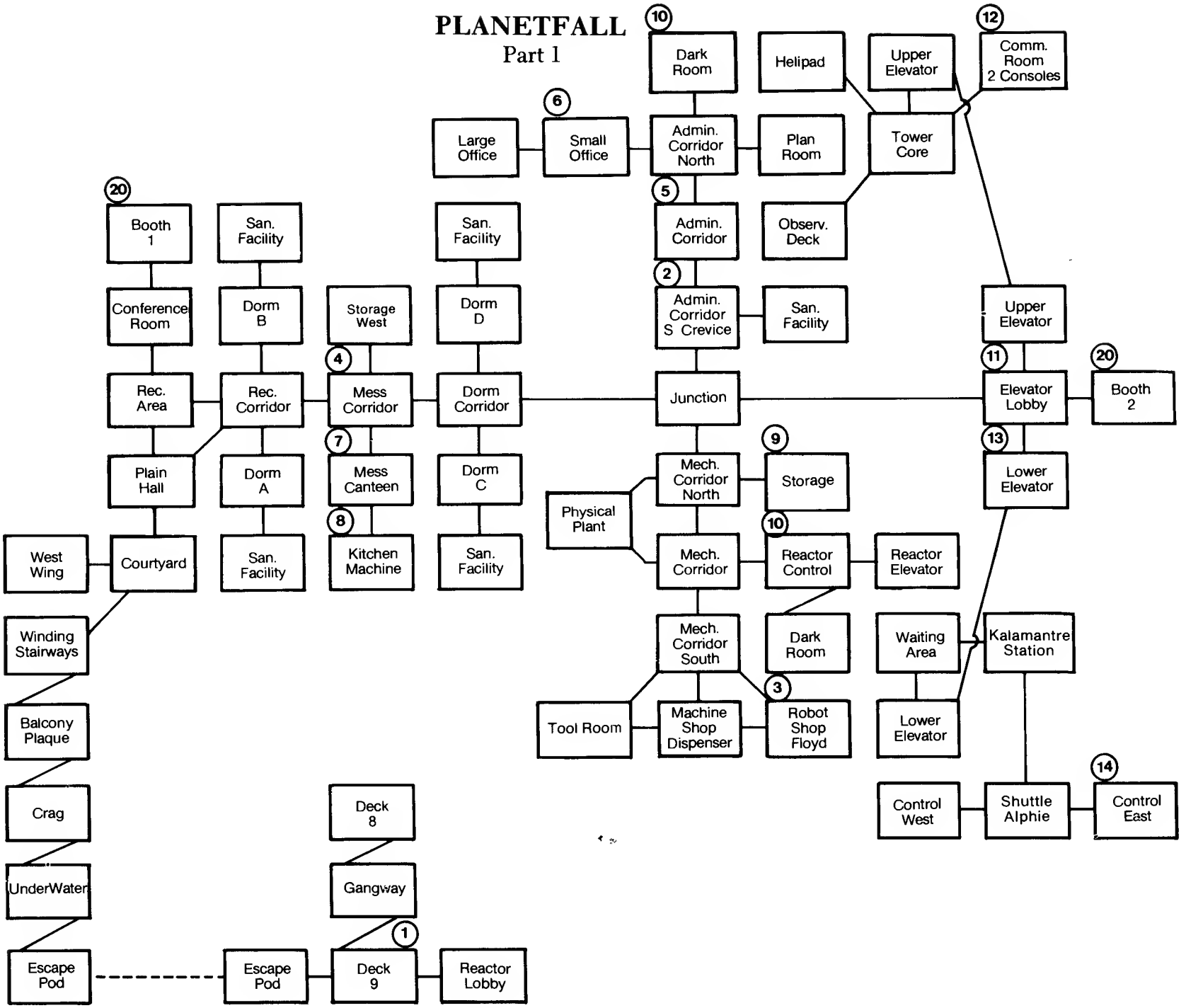
Playability:

Perhaps not as "tight" as some other games that Infocom has done, but reasonably challenging nevertheless. What with the "standard" superlative parser and save-game capability, it's a pleasure to play. You also get a few red-herring puzzles that are reasonably well developed, scads of objects to wonder about, and alternative endings that may make you wonder if you have achieved the optimum solution.



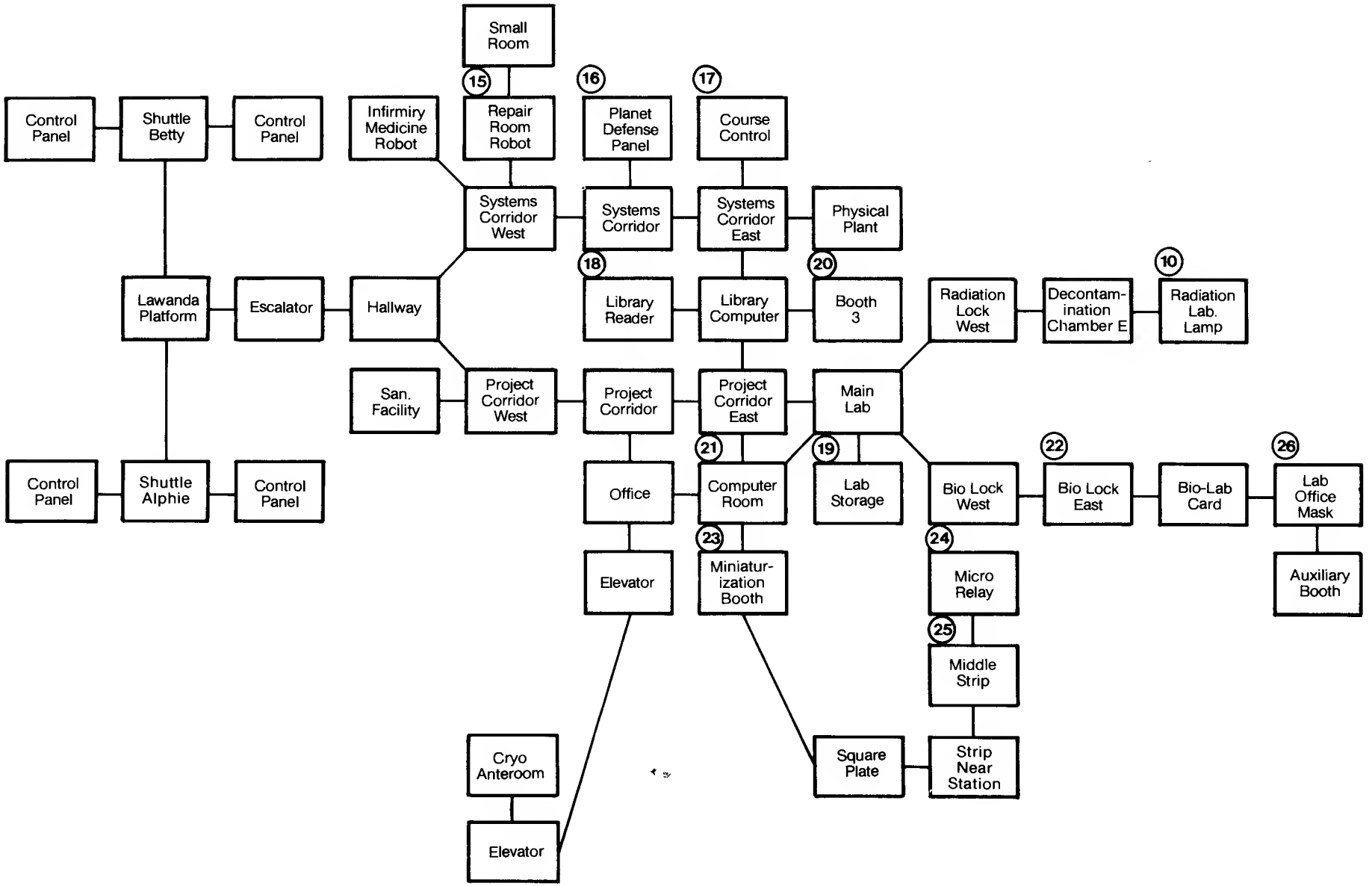
Floyd 'n Me

PLANETFALL
Part 1



PLANETFALL

Part 2



PYRAMID OF DOOM

Company: Adventure International

Suggested Retail: $39.95

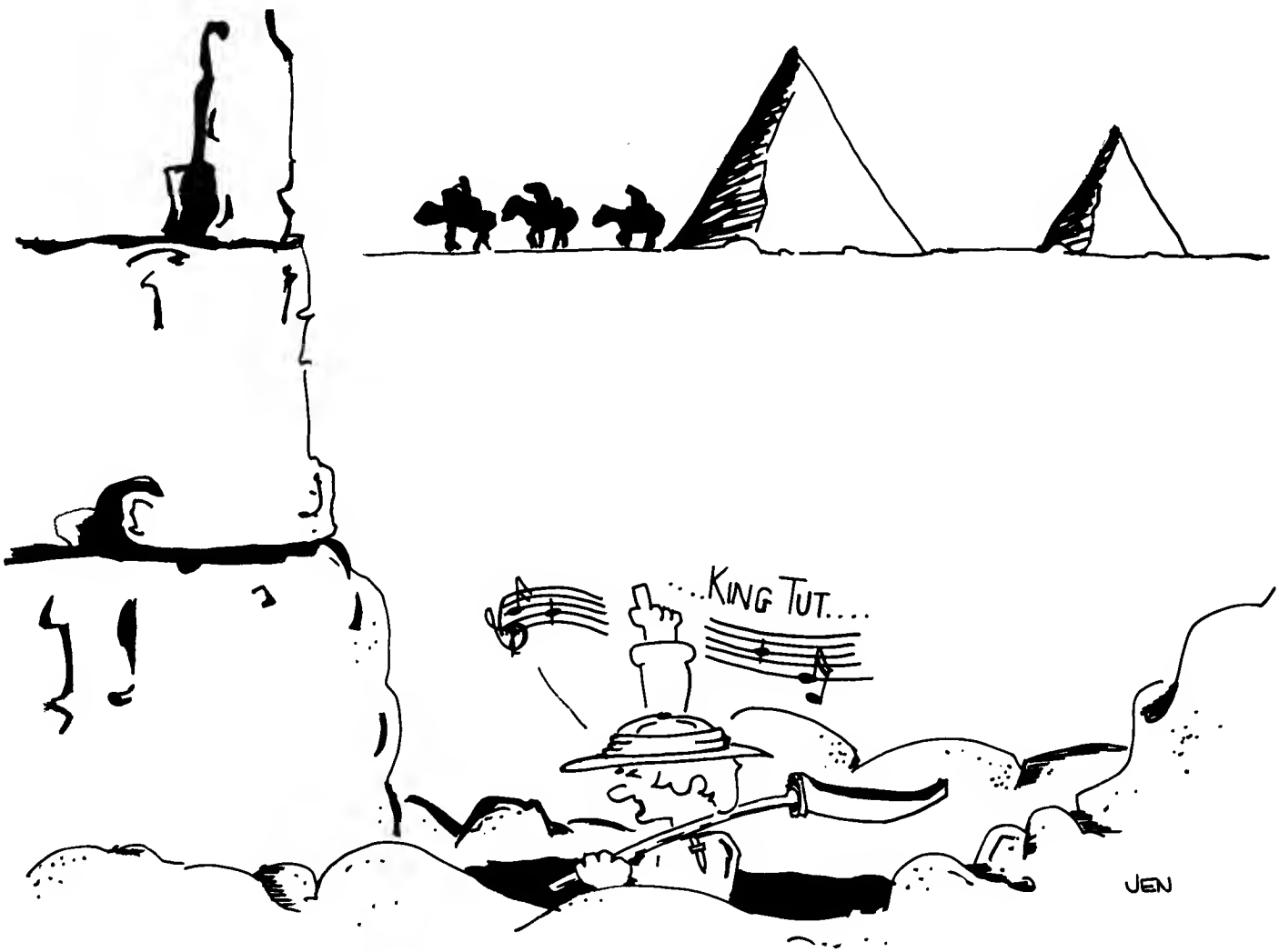
Type: An all-text game, scheduled for revision into Hi-Res form. Price also includes *Mystery Fun House* and *Ghost Town*.

Description:

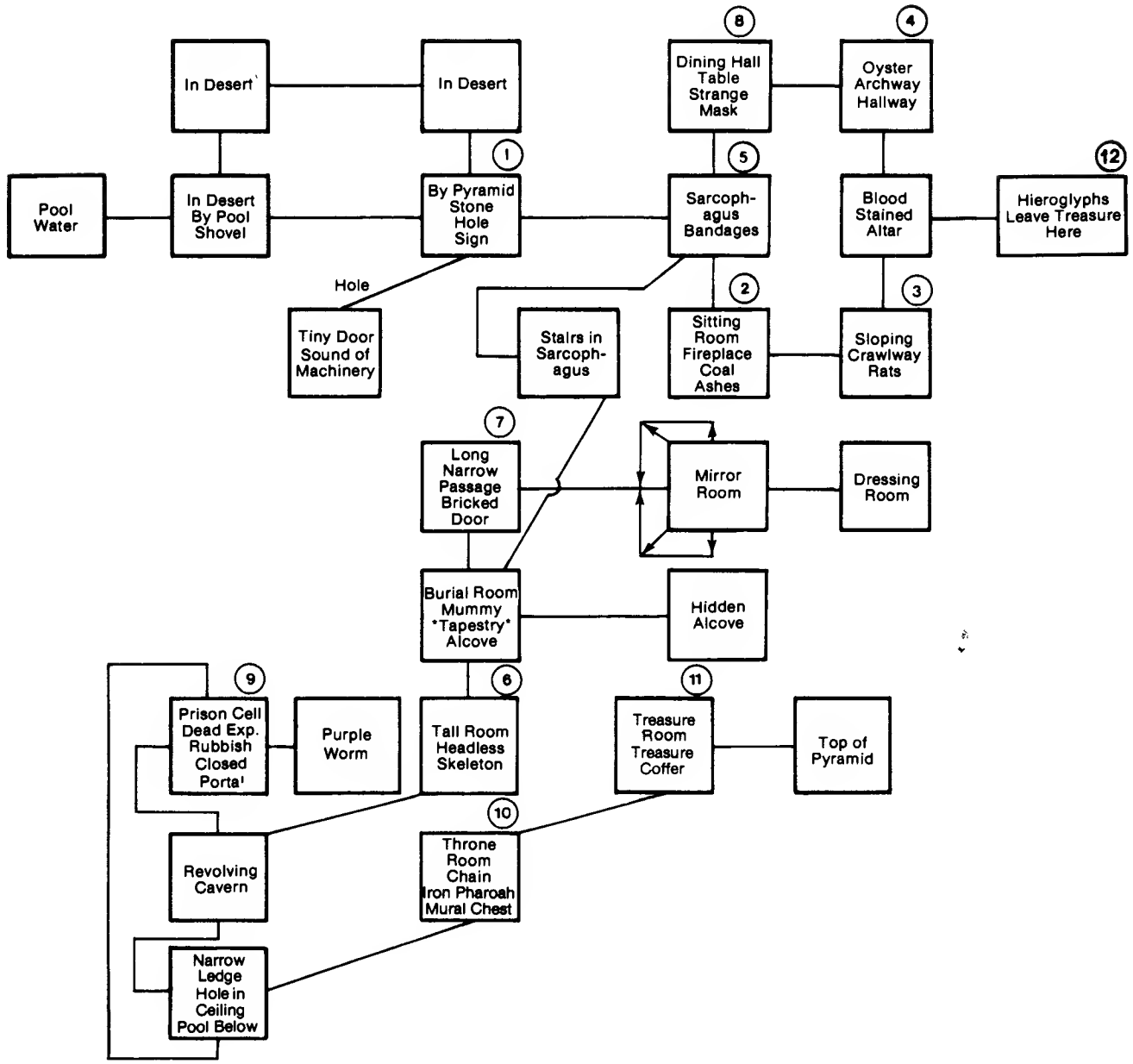
Thirteen treasures lie scattered in an unexplored Egyptian pyramid. Your task: to get in, stay alive, and haul all thirteen back to a particular location. The game features cobras, mummies, pharoahs, decapitated statues, a huge purple worm, and a multitude of objects.

Playability:

This game starts out simply enough, but gets very difficult in a few spots; one treasure, for example, occupies a logical spot where you cannot see it, while another is guarded by a stone-hearted Iron Pharoah. Have fun, and good luck with the purple worm. The two-word syntax has a limited but adequate vocabulary, and the text is brief and to the point. You also have a single easily made or recalled saved-game.



PYRAMID OF DOOM



QUEEN OF PHOBOS

Company: Phoenix Software

Suggested Retail: $34.95

Type: A black and white science fiction Hi-Res adventure.

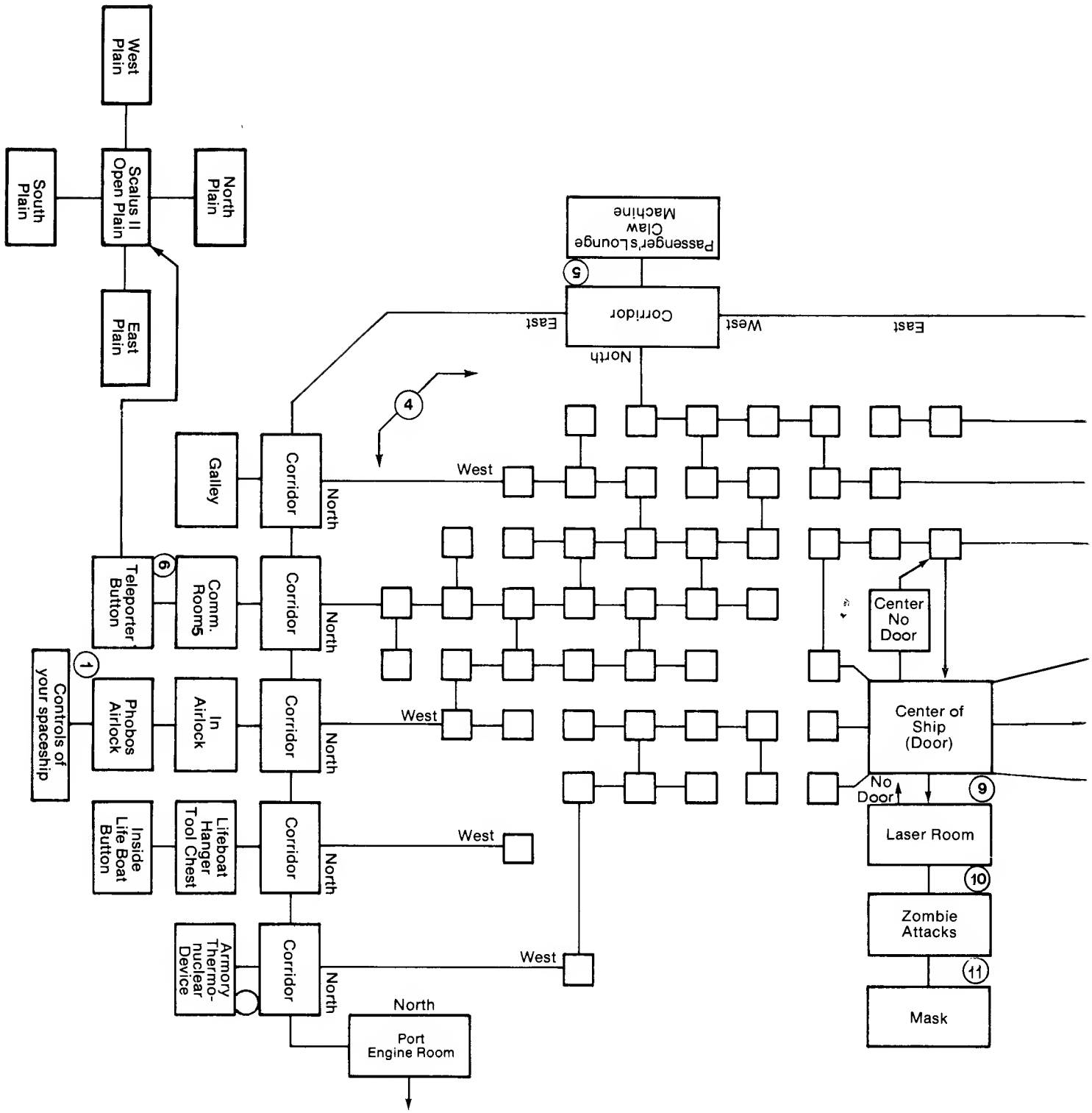
Description:

As the sole occupant of a small spaceship, you must board a derelict Martian spaceship and obtain the fabled golden mask of Kuh-Thu-Lu. You must find it and make good your escape before the four looters who are also on board decide to do you in. If you can piece together some of the early-on puzzles, you can do them in before they conclude that you have to go. The graphics are crisp and well detailed.

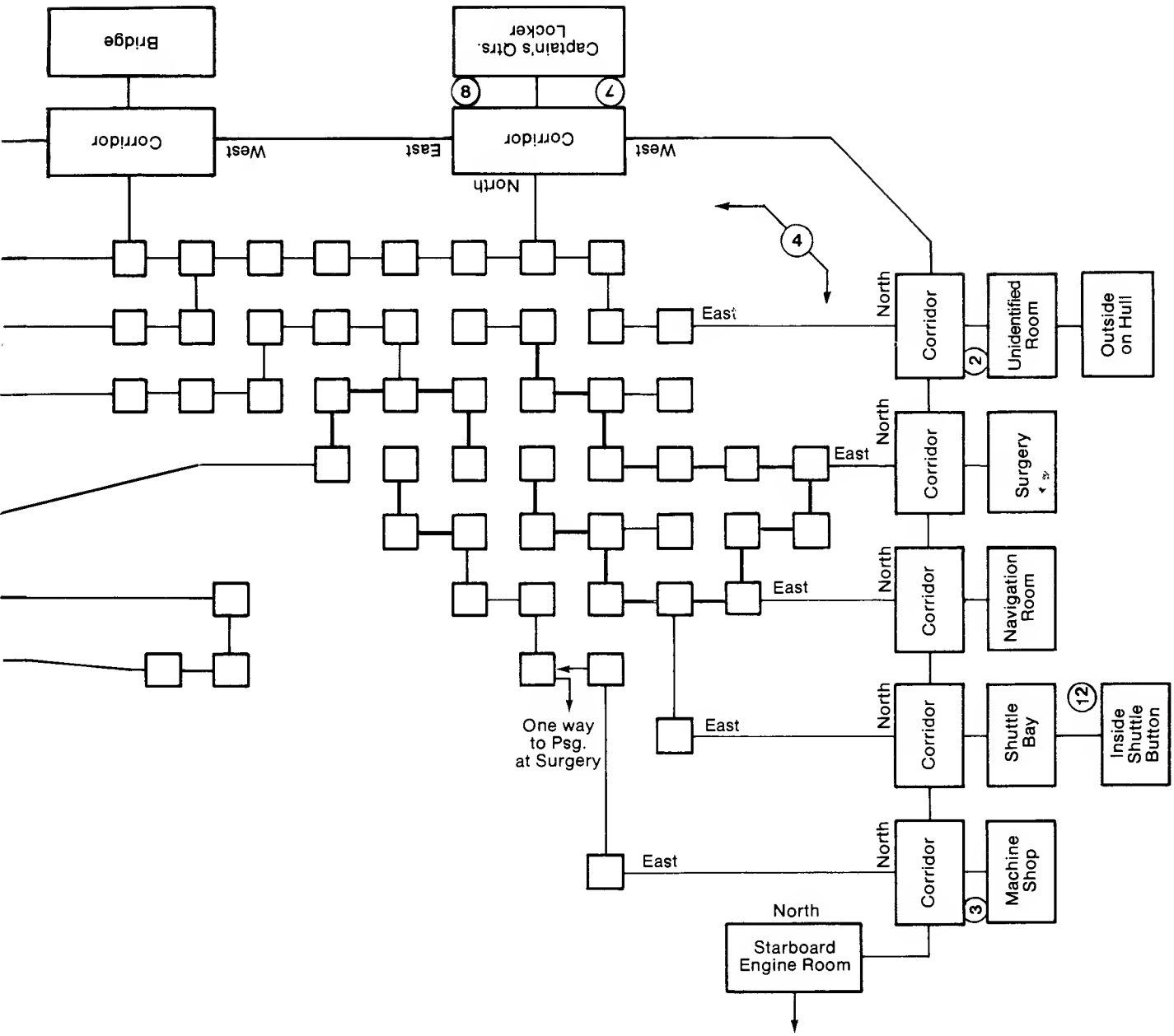
Playability:

A well implemented, nicely paced, fast acting adventure of average difficulty. Beginners will find it challenging and interesting, and more experienced players will find an enjoyable weekend in store. You must traverse a good-sized maze in order to get to the center of the spaceship, where the real action takes place and a scary bit of animation occurs. The vocabulary proves quite adequate for the game, and clear responses answer unknown words.

QUEEN OF PHOBOS



QUEEN OF PHOBOS



THE QUEST

Company: Penguin Software

Suggested Retail: $19.95

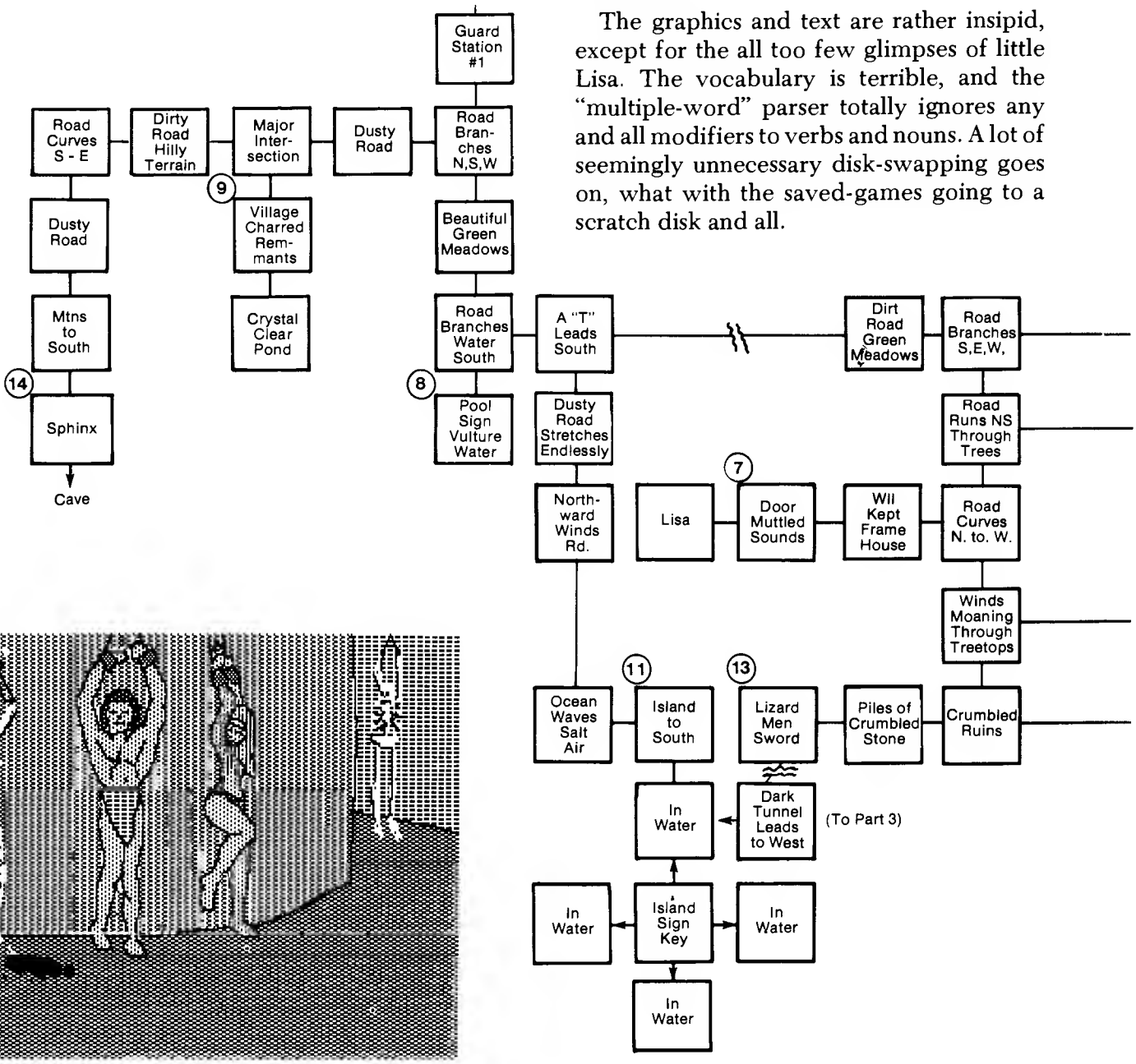
Type: A Hi-Res adventure with color graphics.

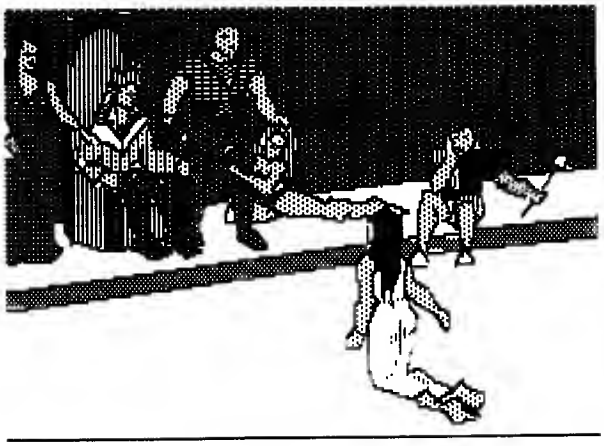
Description:

This two-sided disk offers immense proportions, but little content. As the King's advisor, you been ordered to rid the kingdom of a rampaging dragon. Gorn, the King's loyal but slow-witted champion, accompanies you on this mission, which will have you ranging among blazing deserts, dark tunnels, and near endless plains.

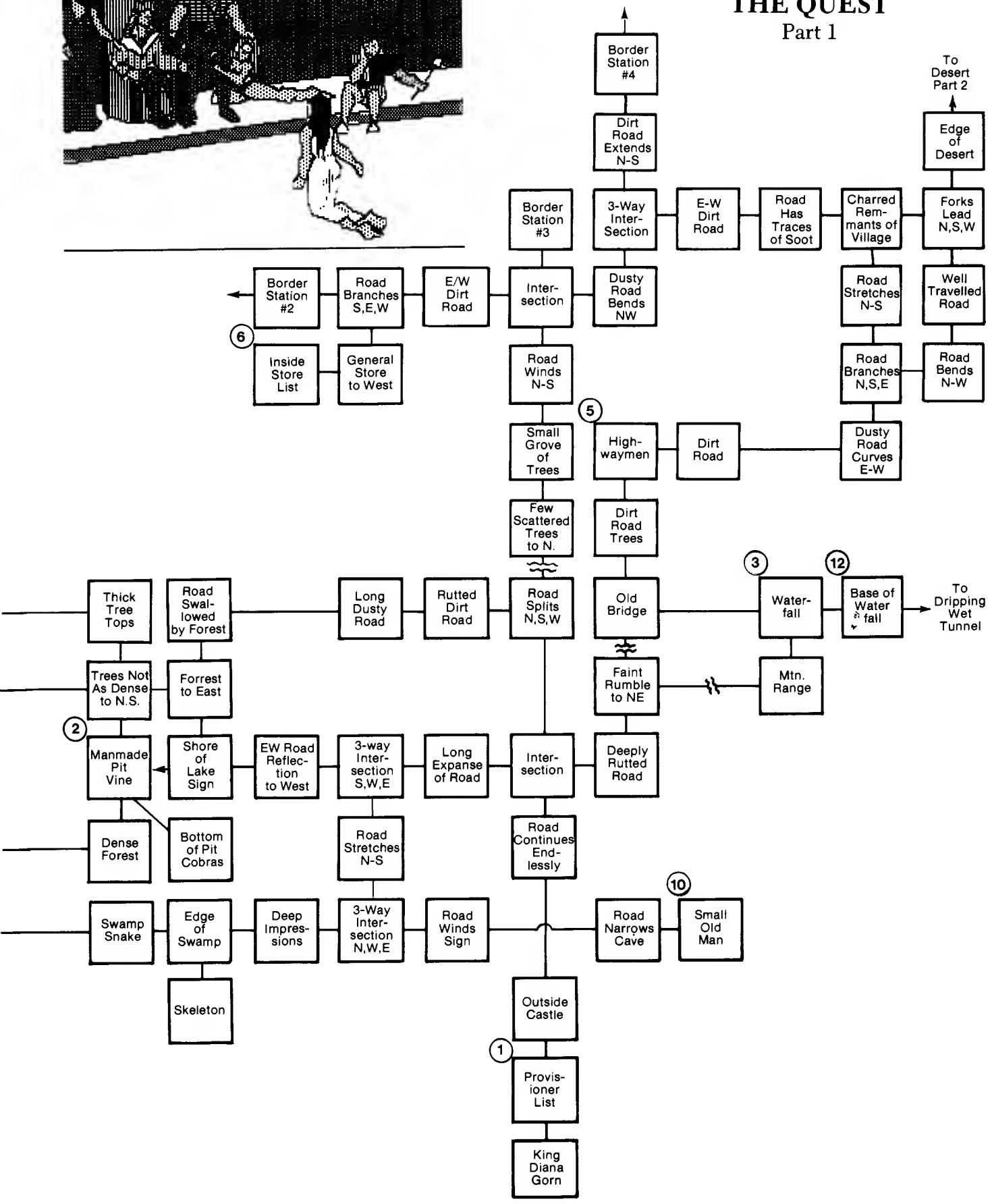
Playability:

The graphics and text are rather insipid, except for the all too few glimpses of little Lisa. The vocabulary is terrible, and the "multiple-word" parser totally ignores any and all modifiers to verbs and nouns. A lot of seemingly unnecessary disk-swapping goes on, what with the saved-games going to a scratch disk and all.

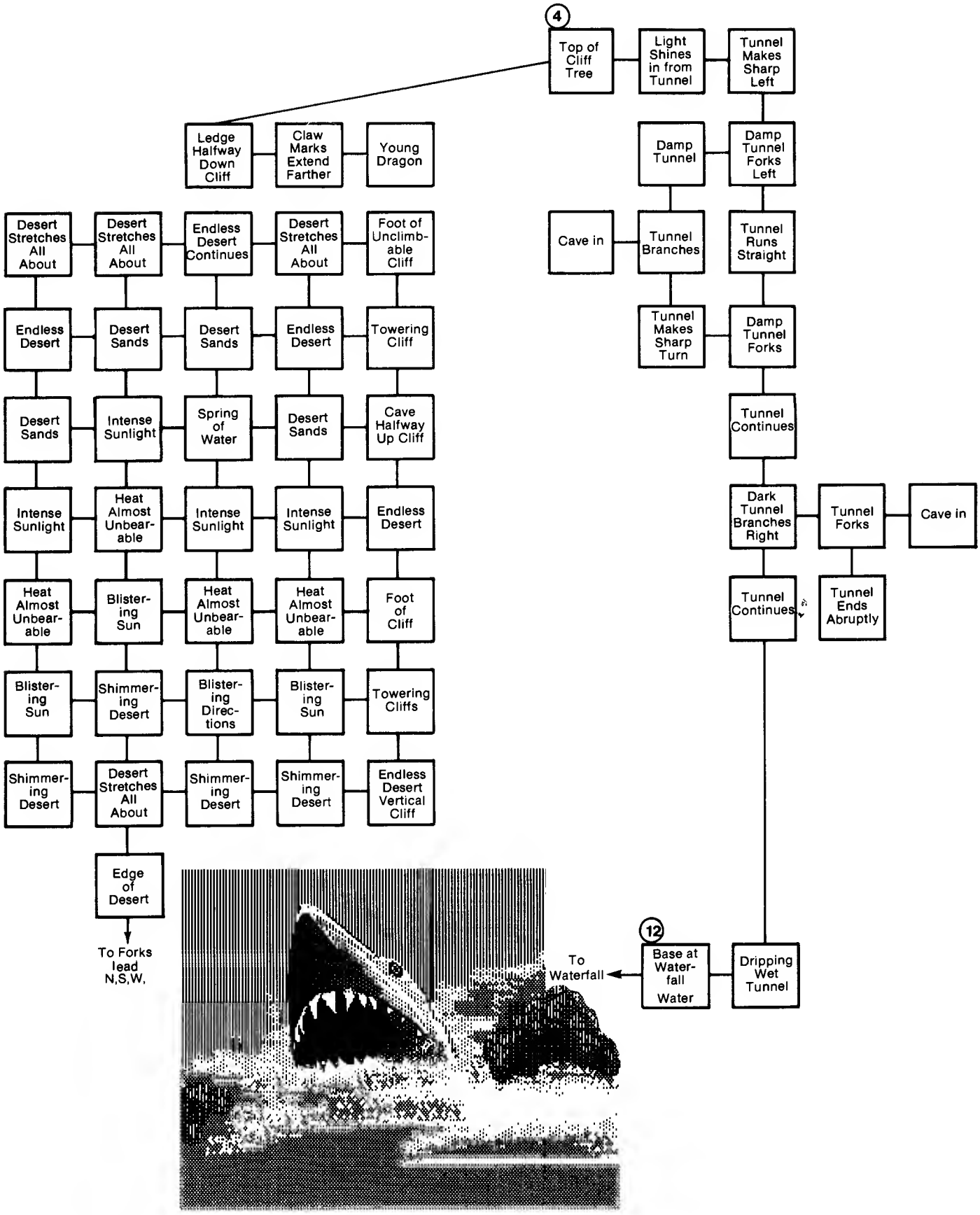




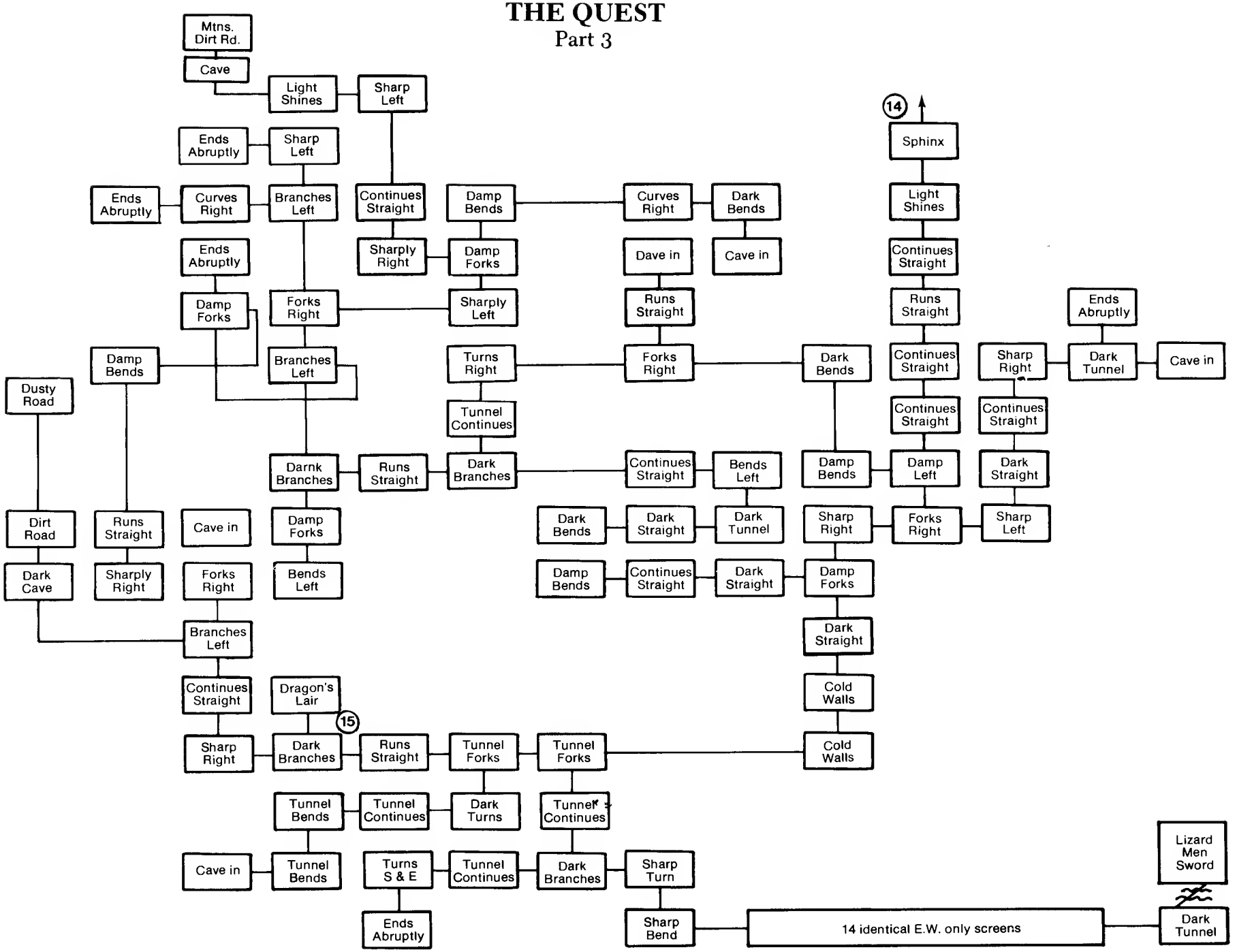
THE QUEST
Part 1



THE QUEST
Part 2



THE QUEST
Part 3



THE SANDS OF EGYPT

Company: Datamost

Suggested Retail: $29.95

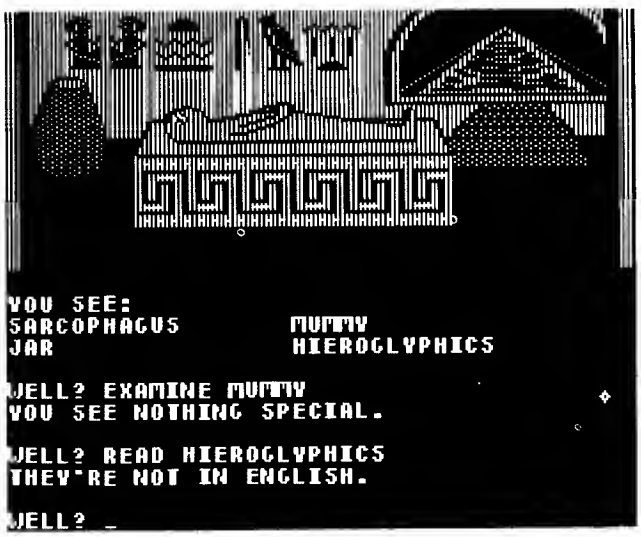
Type: A Hi-Res adventure with color graphics and animation.

Description:

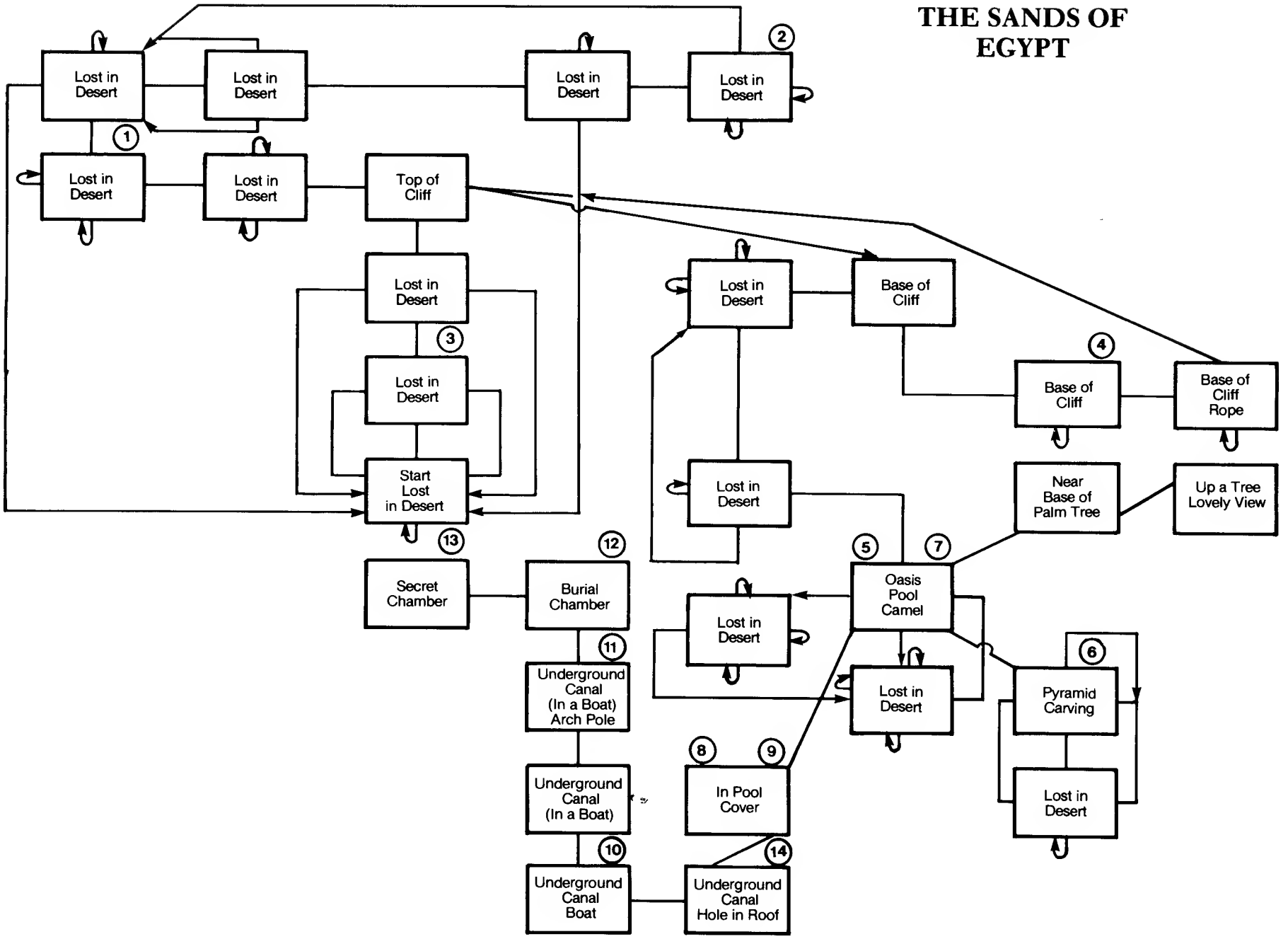
You are a world famous archaeologist, now lost in the desert, near what you believe to be a hidden burial chamber. Thirst be damned! You have a reputation to uphold, so it's on to the hoped-for treasure.

Playability:

Some nicely animated graphics and fast color fill. For the most part, however, the graphics are just average. An amusing internal (H)elp message comes in handy. The puzzles aren't tough once you understand the sand maze, which is quite well done. You can make saved-game scenarios to the program disk and call them at any time. Kids may need help with the mapping.



THE SANDS OF EGYPT



SAVAGE ISLAND PART I

Company: Adventure International

Suggested Retail: $39.95

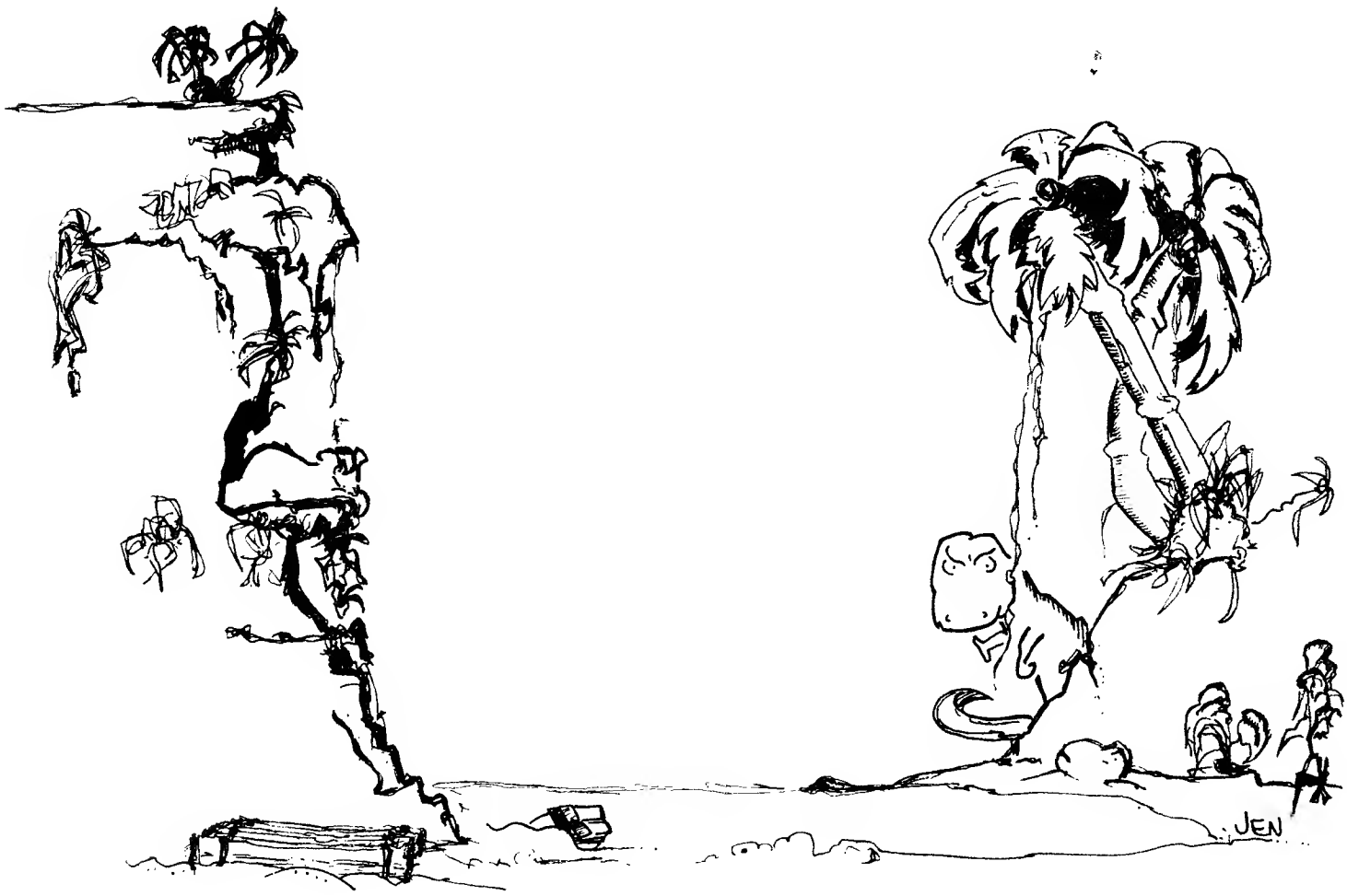
Type: An all-text game, now being revised into a Hi-Res version. Price includes *Savage Island, Part II* and *Golden Voyage*.

Description:

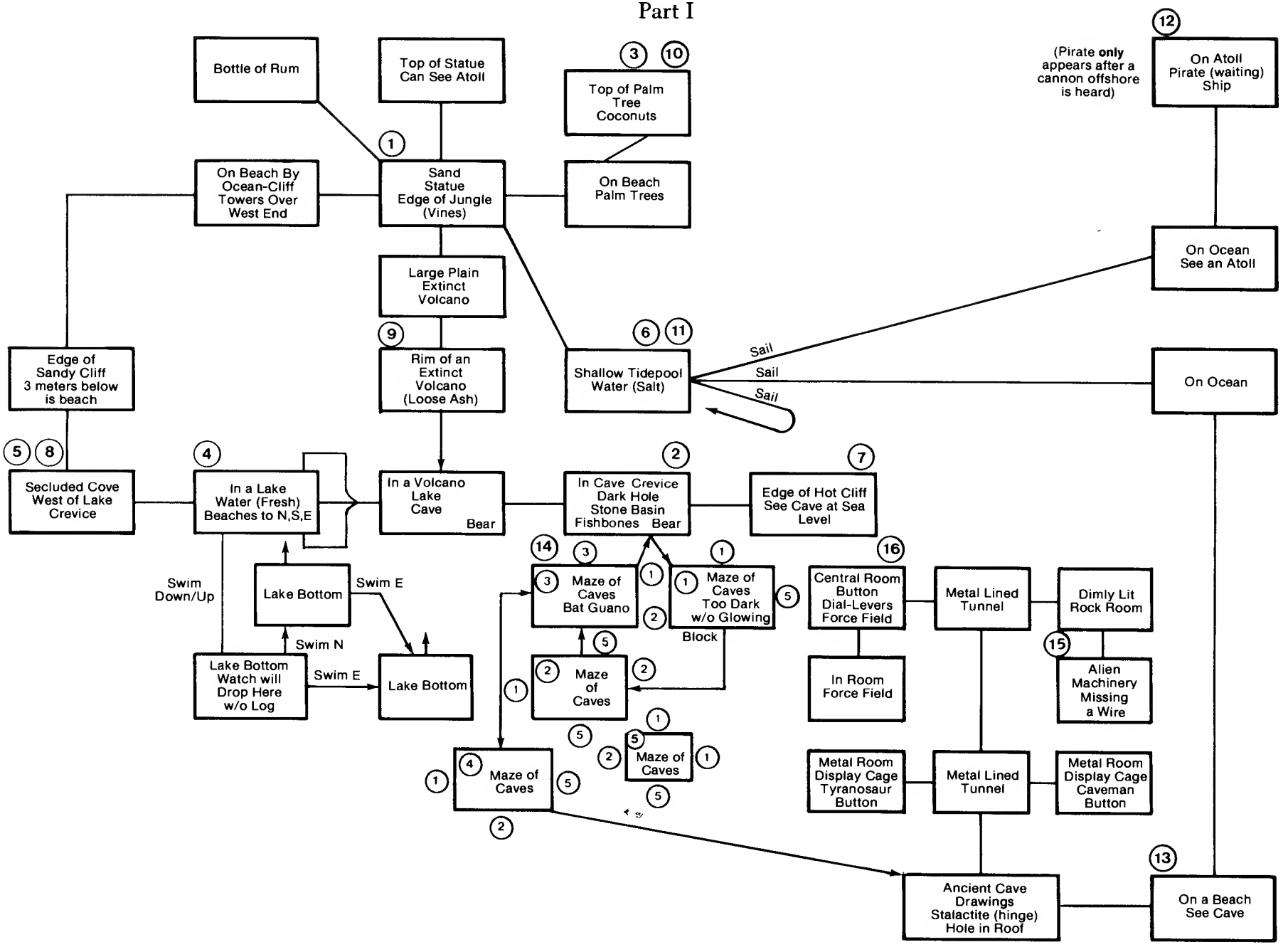
You try in this game to obtain the password that permits you to enter *Savage Island, Part II*. To do so, you must survive a tropical hurricane and a sickly bear, find a mysterious looking pirate, cope with a Neanderthal Man, and push the right buttons.

Playability:

A toughie, meant for those who breezed through *Mystery Fun House* and casually solved *Ghost Town*. Unfortunately, the save game feature is (perhaps) disabled during the toughest sequence of this game, where your early demise is left in the hands of the computer's randomizer. If not already familiar with the Scott Adams' series, you should not start with this game. While some parts move easily and quickly, the difficulty lies in staying alive long enough to get to them. The two-word syntax has a limited but adequate vocabulary. The text is a bit more expansive than the others, but not by much. It has a single, easily made or recalled saved-game.



SAVAGE ISLAND
Part I



SAVAGE ISLAND PART II

Company: Adventure International

Suggested Retail: $39.95

Type: An all-text game, soon to be revised into Hi-Res form. Price includes *Savage Island, Part I* and *Golden Voyage.*

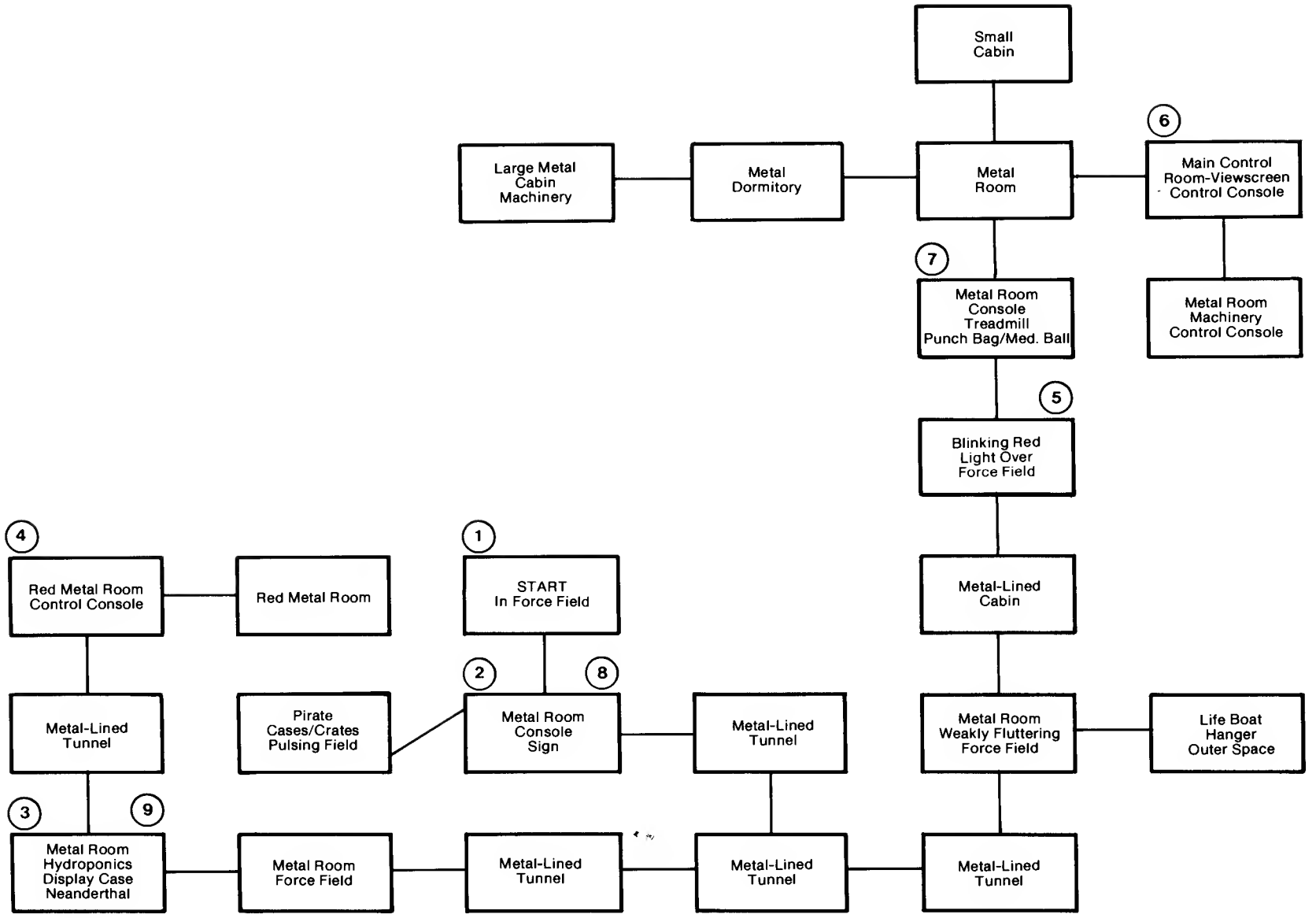
Description:

A toughie, full of a curious mix of prehistoric and space age entanglements. If you can get through the game, you get the code needed to decipher the secret message sheet that came with the game. Except for a few characters, the two *Savage Islands* have little in common and do not resemble each other. In the process of trying to solve this jewel you will encounter vacuums, force fields, atomic blocks, four consoles with levers, dials and buttons, and your old friends, the Neanderthal Man and the Pirate.

Playability:

This game starts out with a bang, so to speak, and that bang is most likely you! The game lives up to the first sign that you see, which says "Part I was a piece of cake compared to what you are about to go through." It does ease up a bit after the first move puzzle. The two-word syntax has a limited but adequate vocabulary. The text is brief and to the point. The game permits a single easily made or recalled saved-game.

SAVAGE ISLAND
Part II



SECRET AGENT: MISSION ONE

Company: Jor-And

Suggested Retail: $32.95

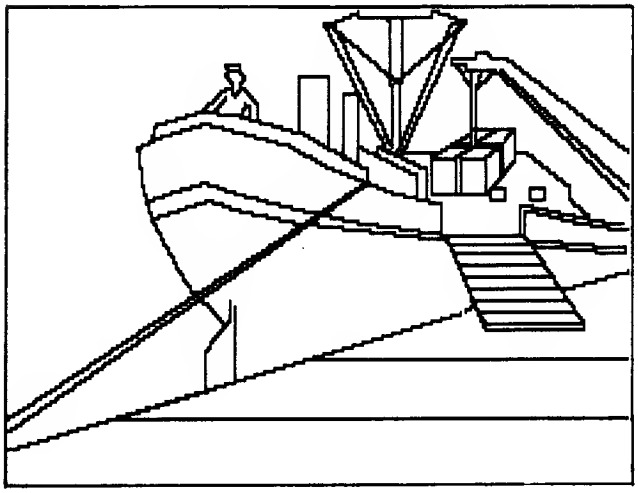
Type: Black and white Hi-Res adventure, the first in a series.

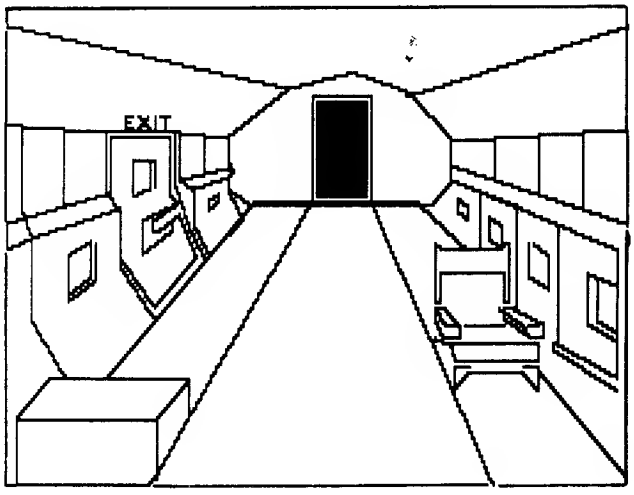
Description:

Your mission: to locate and deactivate a near-ultimate weapon and escape before the waiting bombers pound the island (and you) into dust. Many puzzles crop up between the beginning, where you're in an airplane about to get shot down, and the end, where you reach the waiting helicopter and safety. The game includes a difficult maze and many straightforward puzzles.

Playability:

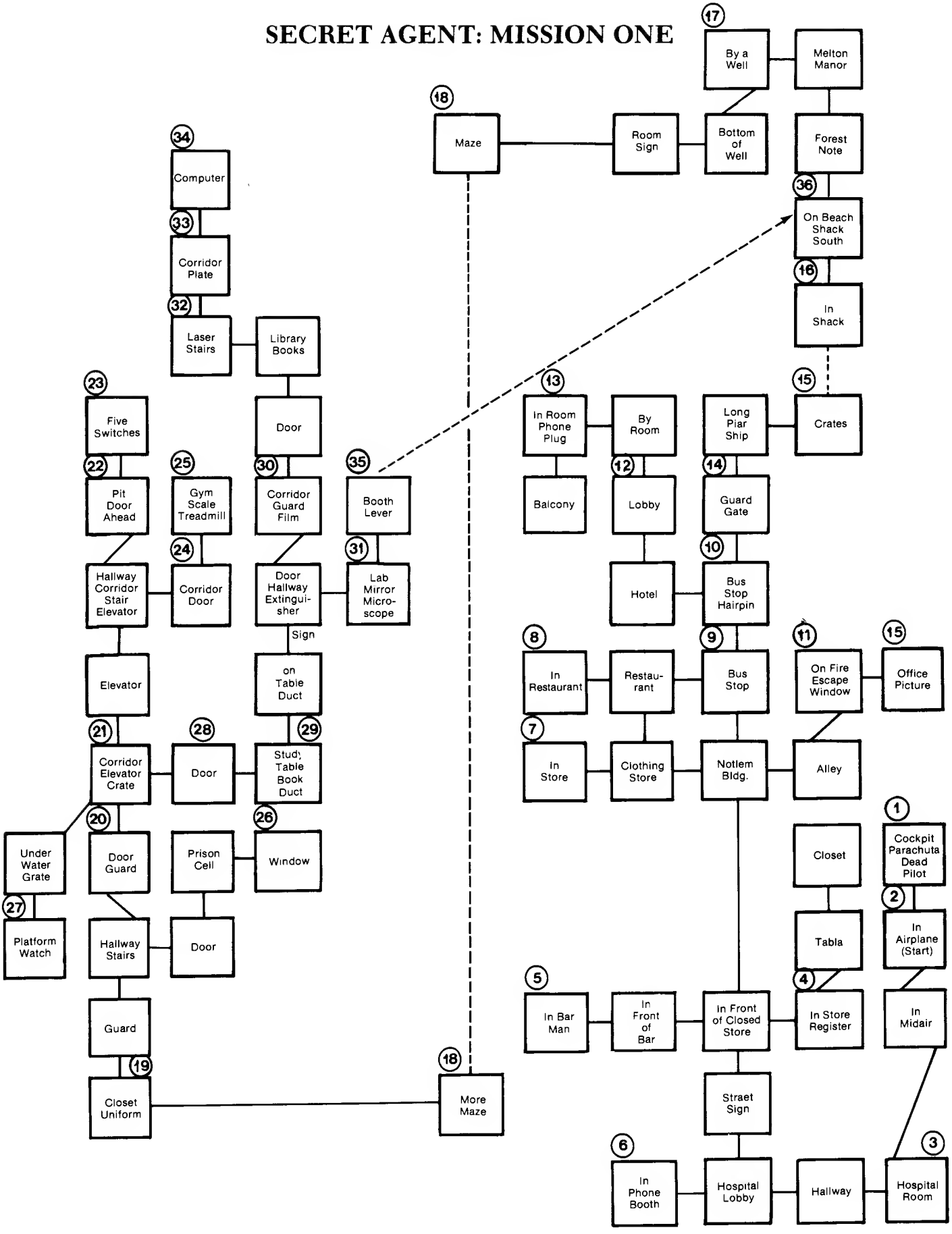
The graphics are neat and crisp, but the text, somewhat sparse. Although the plot won't win any awards, it does hold your interest throughout the game, presenting several interesting twists along the way. The two-word syntax and limited vocabulary are unusually well-integrated into the game's design. You get a single save-game position, written to or recalled from the disk any time the command cursor is available.





GVASOL

SECRET AGENT: MISSION ONE



SERPENT'S STAR

Company: Ultrasoft

Suggested Retail: $39.95

Type: An animated Hi-Res adventure with color graphics and Hi-Res text.

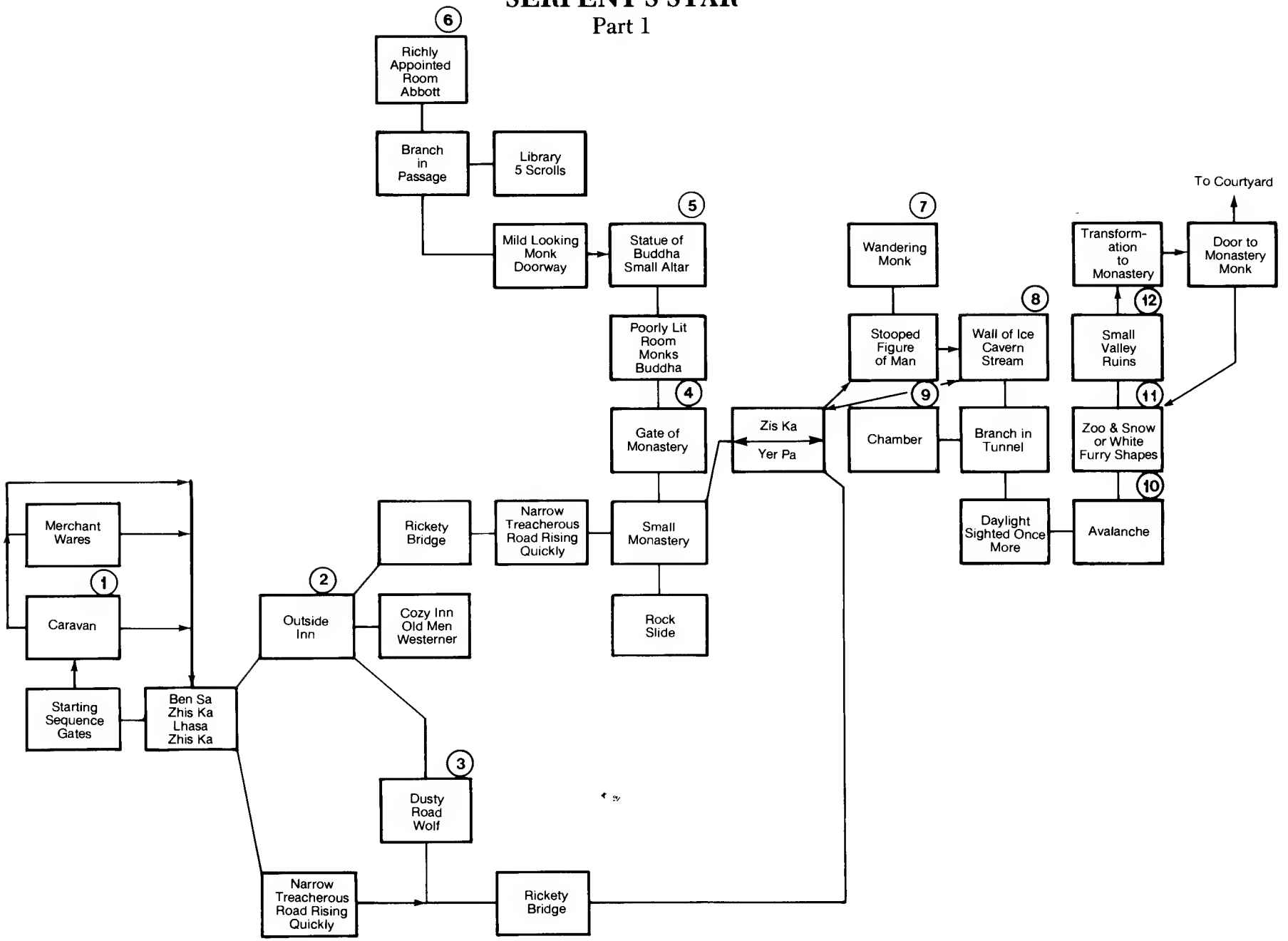
Description:

The setting: Tibet. Your mission: find the last three scrolls which lead to the fabled Serpent's Star gem and steal it. To accomplish this dastardly deed, you must visit two monasteries, buy and give away objects, initiate a few quick actions, dodge through an avalanche, answer five riddles, navigate the maze, and even solve a puzzle or two.

Playability:

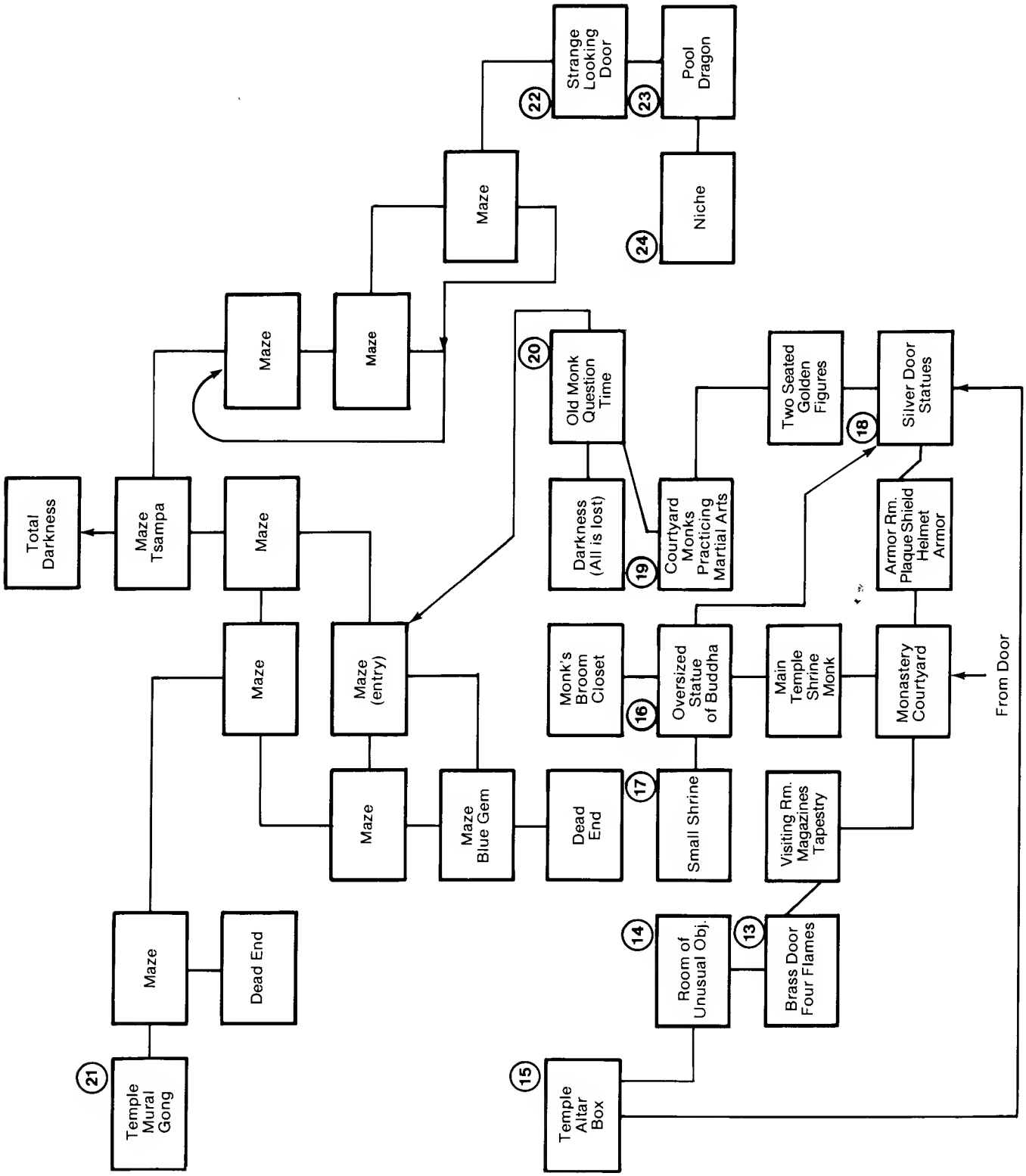
Three of the five riddles are a basic test of Buddhist and Yogi tenets, and you only get one chance to answer each question correctly. You get no clues to the tougher puzzles. *Serpent's Star* is a game that many have started but few have completed (before giving up in frustration). This book should help a lot!

SERPENT'S STAR
Part 1



SERPENT'S STAR

Part 2



SHERWOOD FOREST

Company: Phoenix Software

Suggested Retail: $34.95

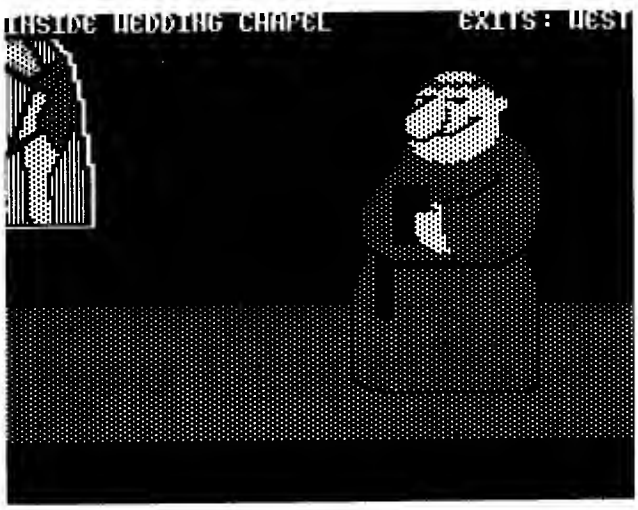
Type: Hi-Res adventure with color graphics and animation.

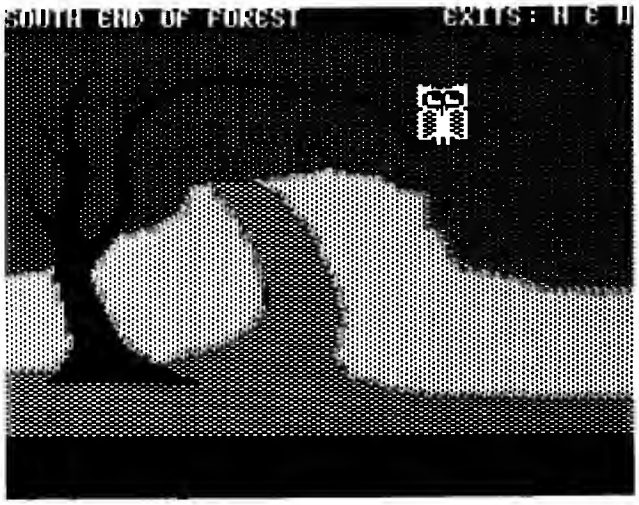
Description:

As Robin Hood, it's your wedding day. But several puzzles lie between the wedding and your shooting off to the Honeymoon Suite with the fair Maid Marion. You have lost your pretty green uniform, and your old friends don't recognize you. Find that, get something to amuse your merry men, and you'll be on your way. A bit of animation adds a nice touch.

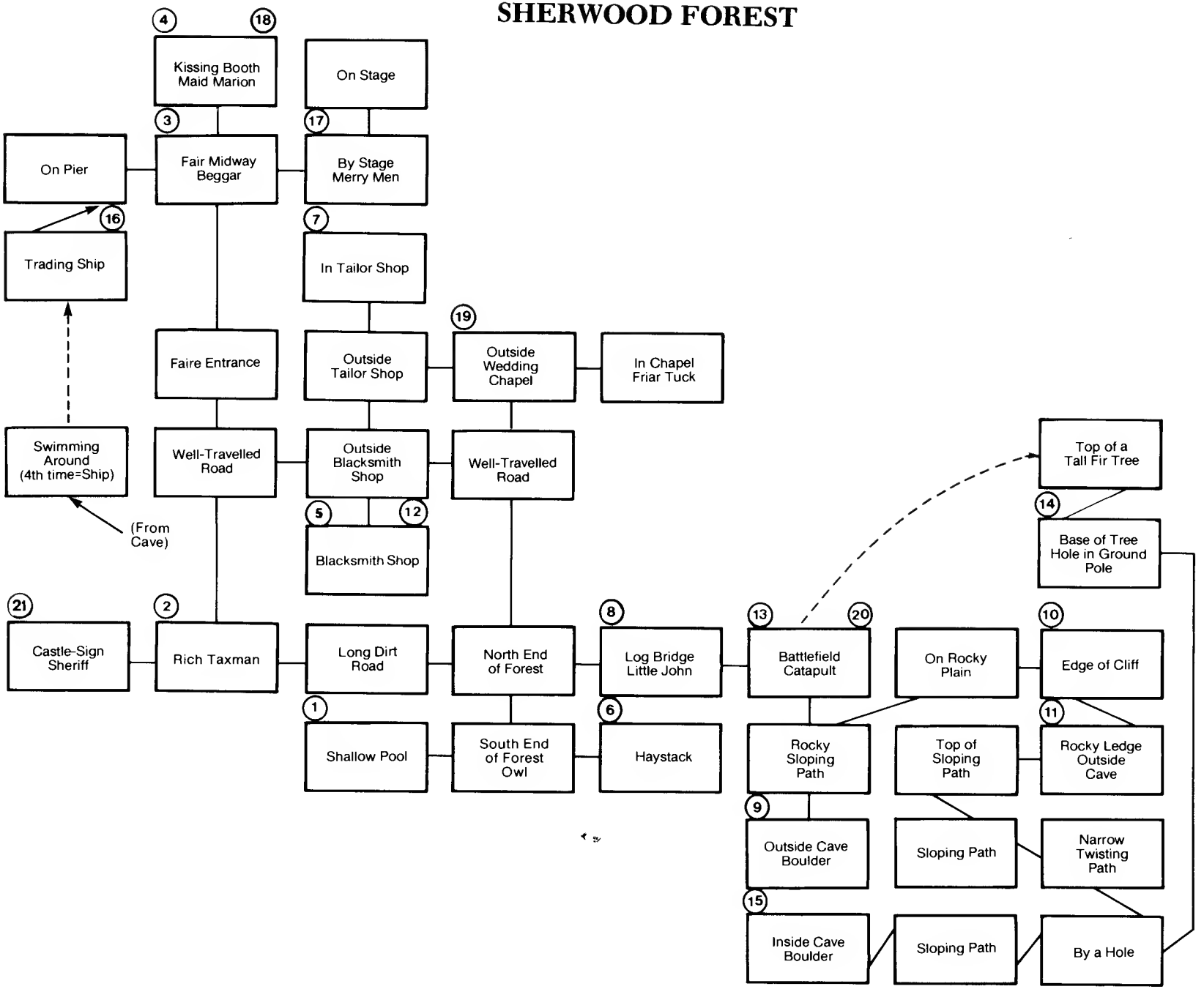
Playability:

Extremely well implemented. Aimed at the beginning to intermediate adventurer, it moves quickly. Not too tough, but cleverly interactive puzzles have several amusing twists. The command parser supports more than two words, and the save-game feature is excellent. A very light-hearted and cheery game. Great for kids.





SHERWOOD FOREST



SOFTPORN ADVENTURE

Company: On-Line Systems

Suggested Retail: $29.95

Type: An all-text adventure.

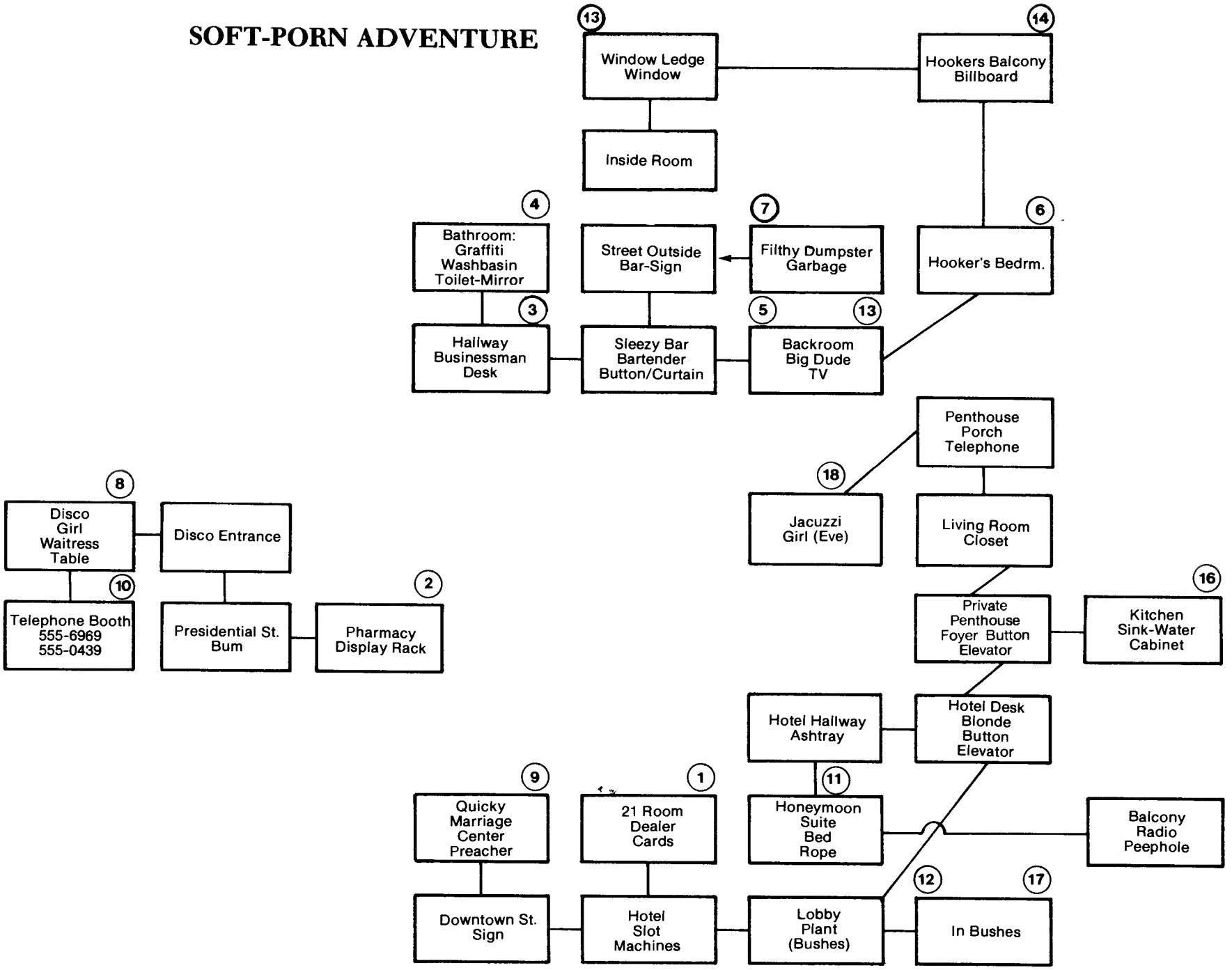
Description:

Your goal, bizarrely enough, is to find and seduce three women. The game also incorporates both blackjack and slot machine games—these broads are expensive! Descriptions are PG rated, while user input can be X-rated.

Playability:

A moderately difficult but quite challenging and solvable puzzle game good for would-be adventurers. You can save the game on a scratch disk, but you can't recall it from within the game. Lots of tongue-in-cheek humor.

SOFT-PORN ADVENTURE



SORCERER

Company: Infocom, Inc.

Suggested Retail: $49.95

Type: An all-text adventure, a follow-up to *The Enchanter*.

Description:

Remember taking the role of neophyte wizard in *The Enchanter*? Well, you're back again, this time armed with seven spells at the outset. Seems that your mentor, the aged and wise Belboz, has gone off on a secret mission to rid the world of an evil force so sinister that he dare not reveal it to any in the Circle of Enchanters. You must find and rescue him, which you can accomplish only by doing in the evil force known as Jeearr. You'd better find the nine other spell scrolls or you won't have a chance.

Playability:

A worthy successor, with the promise of a third. Interactive puzzles and reasonably jazzy text, though not as golden or expansive as some others from Infocom. The parser and save-game capability don't get any better—they can't. The difficulty factor is well chosen, not too tough for a novice (with lots of patience) and plenty challenging for the experienced dungeon trekker.